Dengue DS
Nintendo

LuminousArc
THE COMPLETE GUIDE

Luminous Arc: The Complete Guide

NINTENDO DS

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Prologue

Prologue

光と平和

With the sword and shield of the gods,
The Eastern Wing Yuras Knights and the Western Wing Zephyros Knights.
The Luminous Church, protected by the sages of both wings, guided, safeguarded, and
built peace for the people under the teachings of the divine light.

影の予兆

Even in the great era of light,
on the eve of a new millennium
A shadow called the "Witch" began to fall. Monster attacks, numerous abnormal phenomena, and the "Crimson Witch" appearing amidst flames led people to whisper once more about the catastrophe of Aldheld that had struck the world before.

守りし者たち

"A knight never retreats; he stands firm for those he protects."
Trained under the guidance of the Arc Knight Heath,
the apprentice knights of the Evergarden Church Dormitory
were also facing the approaching battle to exterminate the witches...

KeyWord

Luminous Church

Long ago, the teachings of a single prophet spread among the people, marking the beginning of the Luminous Church. The supreme being described by the prophet was deified, which established the doctrine, and a religious order was organized to spread those teachings and eventually developed into the present-day Luminous Church. The order guides the people of the Stravarl Continent and works to establish an era of peace.

[Evergarden

The order's cardinal Kingston founded a church boarding school aimed at training individuals capable of countering the threat of witches. Orphans with no relatives are gathered there, and under the guidance of Arc Knight Heath, they train daily in preparation for the coming battle. The young people who live here are called "Garden Children."

Witch

Those who can wield the tremendous power of magic. In the ancient war known as the Aldheld Catastrophe, they are said to have defied the gods and brought the world to the brink of destruction. Therefore, to the order, witches represent absolute evil itself, and “judging the witches” is one of the order's important objectives.

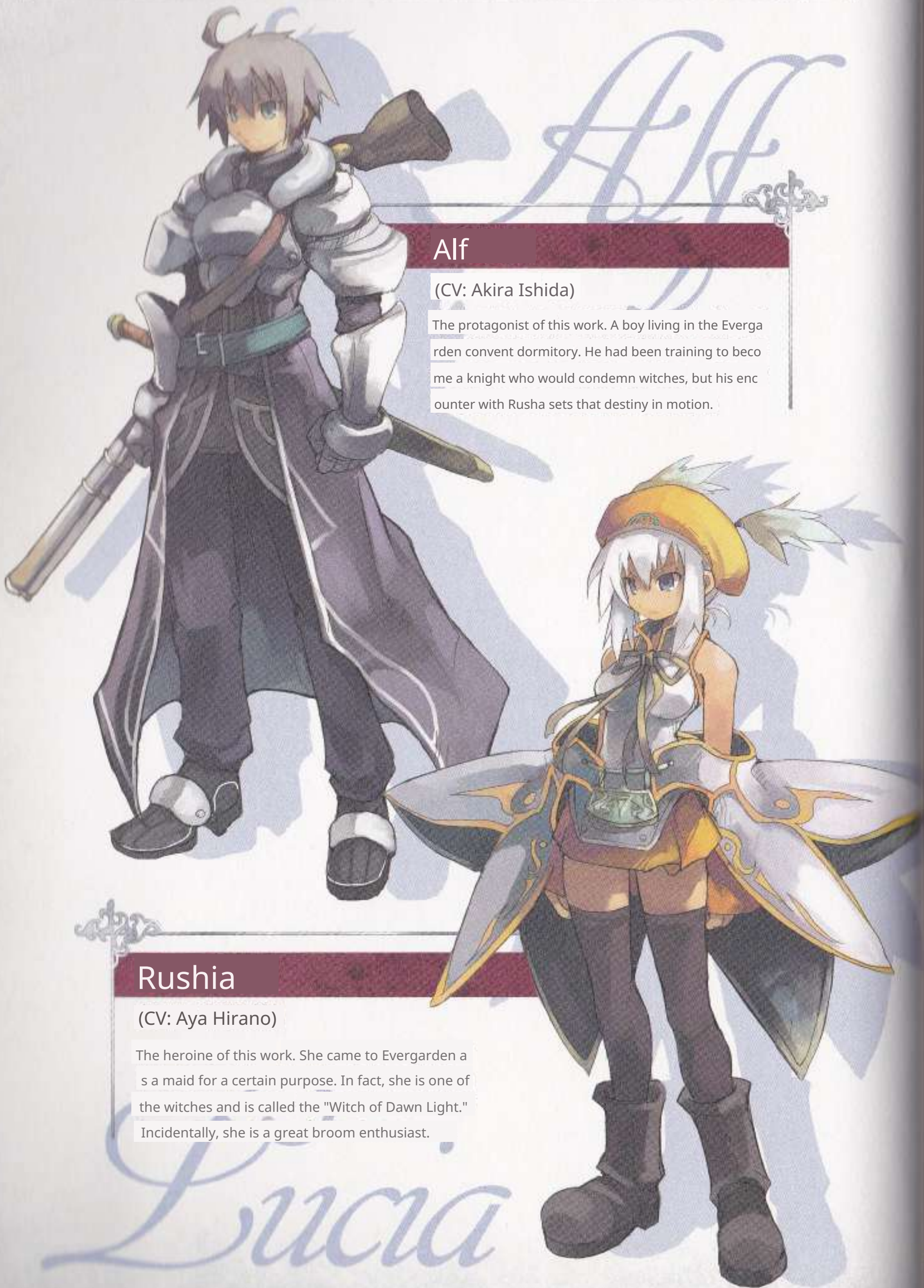
Dragon

Beings who harbor immense power within themselves. In the Luminous Church's scriptures, they are portrayed as accursed beings on par with the witches who fought against them and brought about the Aldheld Catastrophe. They were destroyed by the gods and disappeared from history. Also called "Rim," they are said to wield the power of a shield that protects all things.

Lapis Tear

A radiant stone imbued with vast magical power. It has existed since ancient times, and those who possess it can dramatically enhance their magical abilities. Lapis Tear is closely connected to the runes that serve as the source of the witches' magical power, and having recognized its danger, the order is hastening to recover Lapis Tear in order to unravel its forbidden power.

Character Introduction



Alf

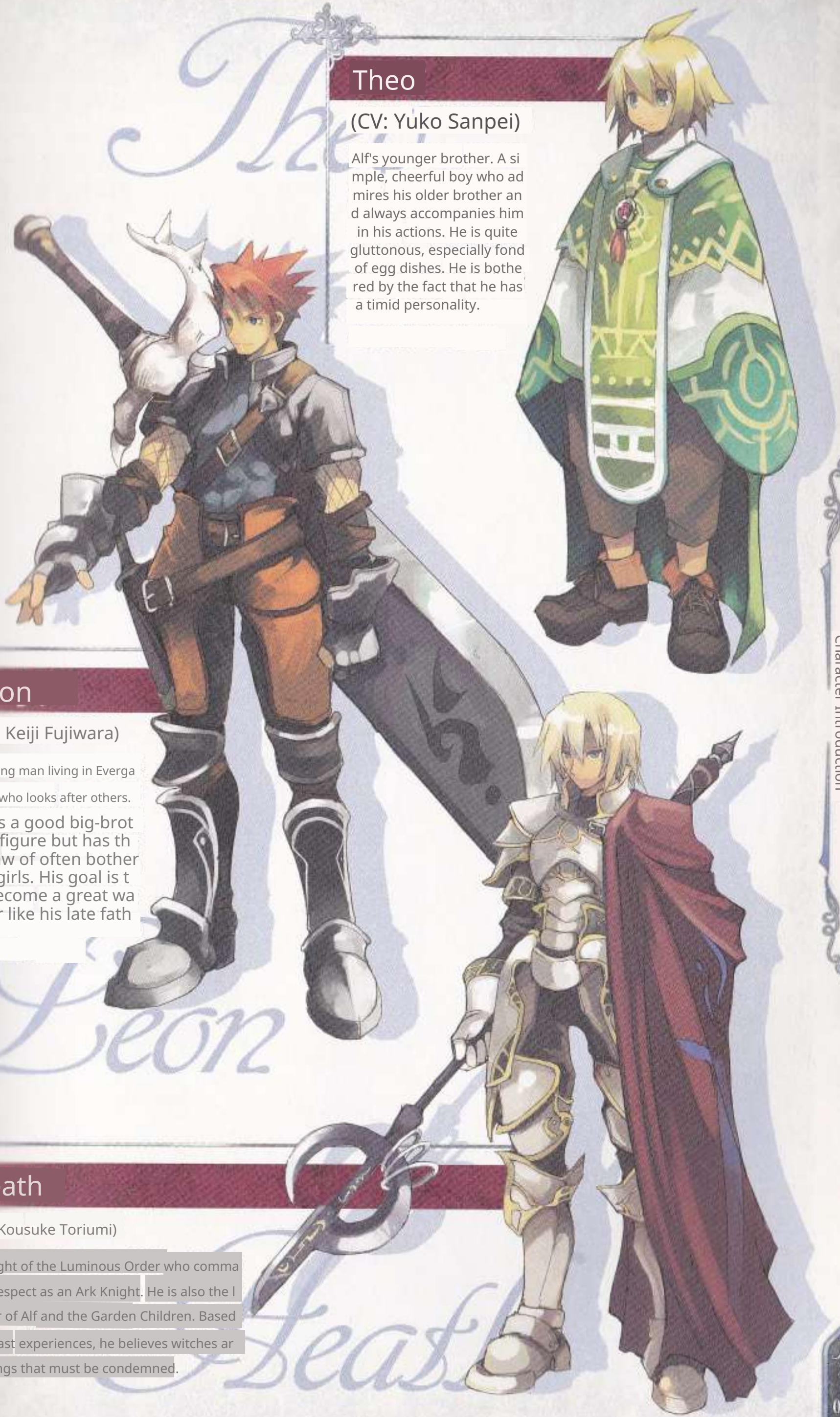
(CV: Akira Ishida)

The protagonist of this work. A boy living in the Evergarden convent dormitory. He had been training to become a knight who would condemn witches, but his encounter with Rusha sets that destiny in motion.

Rushia

(CV: Aya Hirano)

The heroine of this work. She came to Evergarden as a maid for a certain purpose. In fact, she is one of the witches and is called the "Witch of Dawn Light." Incidentally, she is a great broom enthusiast.



Theo

(CV: Yuko Sanpei)

Alf's younger brother. A simple, cheerful boy who admires his older brother and always accompanies him in his actions. He is quite gluttonous, especially fond of egg dishes. He is bothered by the fact that he has a timid personality.

Leon

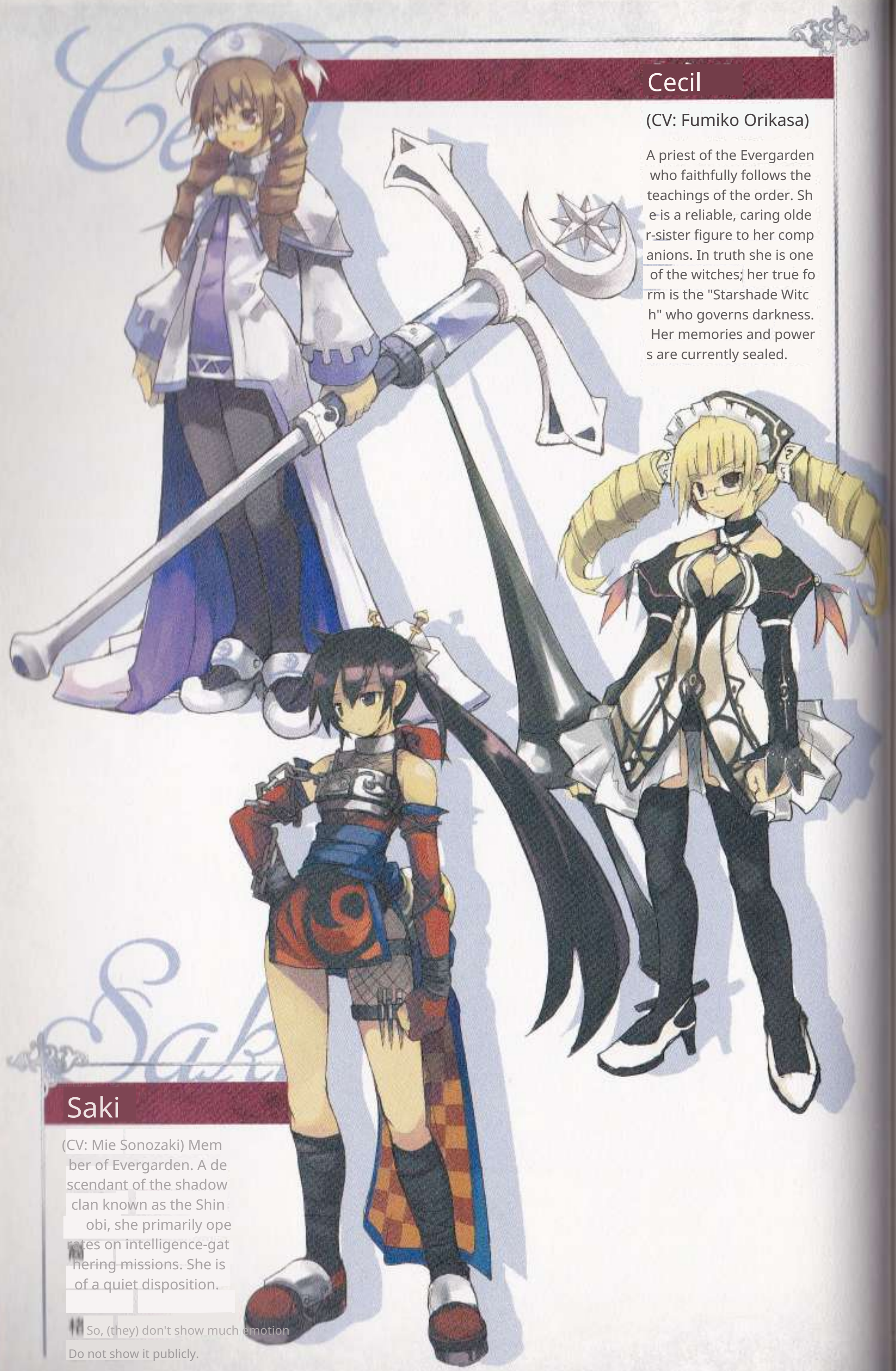
(CV: Keiji Fujiwara)

A young man living in Evergarden who looks after others. He is a good big-brother figure but has the flaw of often bothering girls. His goal is to become a great warrior like his late father.

Heath

(CV: Kousuke Toriumi)

A knight of the Luminous Order who commands respect as an Ark Knight. He is also the leader of Alf and the Garden Children. Based on past experiences, he believes witches are beings that must be condemned.



Cecil

(CV: Fumiko Orikasa)

A priest of the Evergarden who faithfully follows the teachings of the order. She is a reliable, caring older-sister figure to her companions. In truth she is one of the witches; her true form is the "Starshade Witch" who governs darkness. Her memories and powers are currently sealed.

Saki

(CV: Mie Sonozaki) Member of Evergarden. A descendant of the shadow clan known as the Shinobi, she primarily operates on intelligence-gathering missions. She is of a quiet disposition.

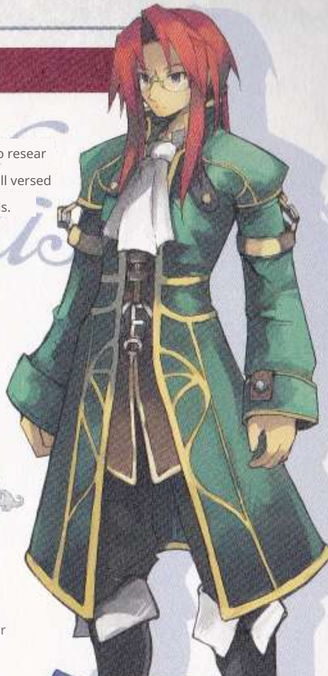
So, (they) don't show much emotion

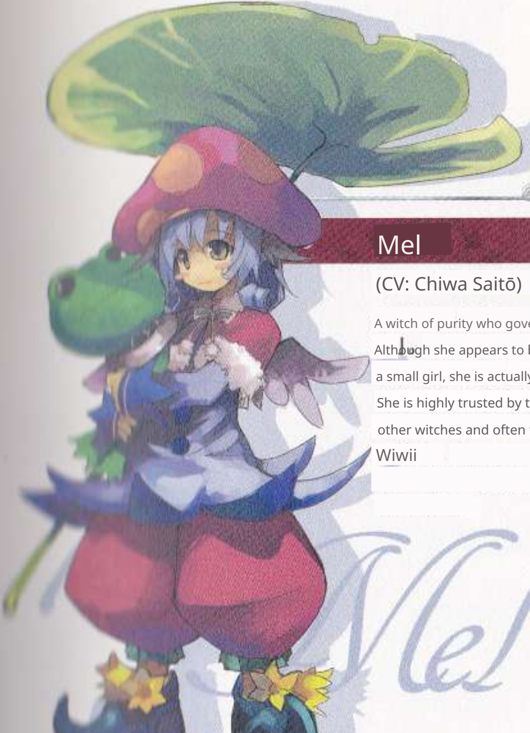
Do not show it publicly.

Nikola

(CV: Daisuke Kishio)

She is a member of Evergarden who was permitted by the order to research the "Taboo," and is a self-confessed witch enthusiast. She is well versed in knowledge about witches and runes, but often goes off the rails.



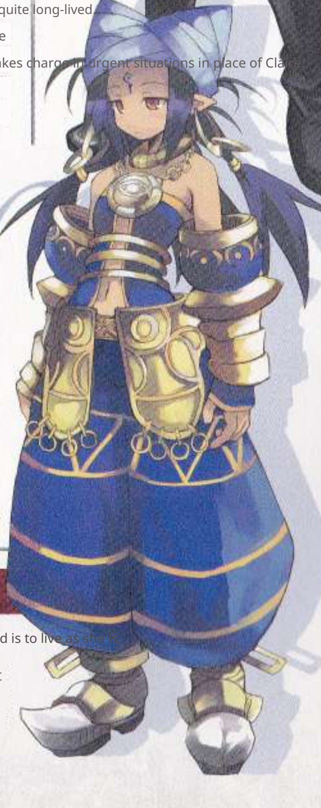


Mel

(CV: Chiwa Saitō)

A witch of purity who governs water Although she appears to be a small girl, she is actually quite long-lived. She is highly trusted by the other witches and often takes charge in urgent situations in place of Claire.

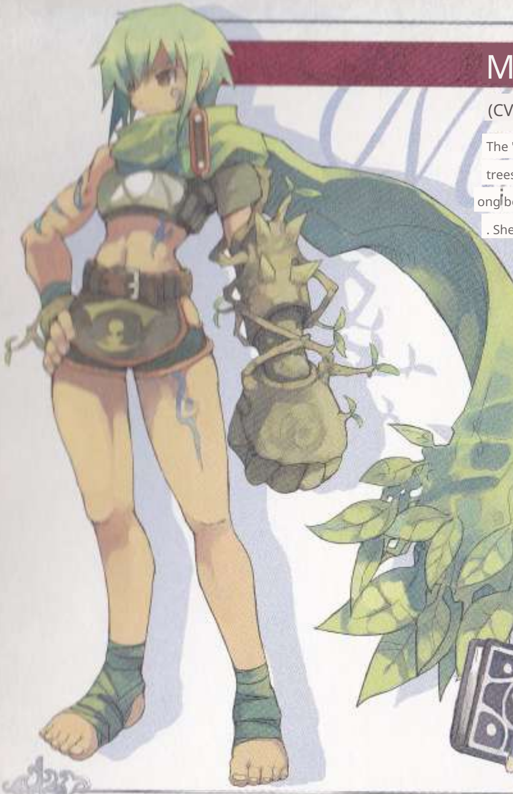
Wiwii



(CV: Masayo Kurata)

A witch of floating clouds who governs wind. Her creed is to live as she is.

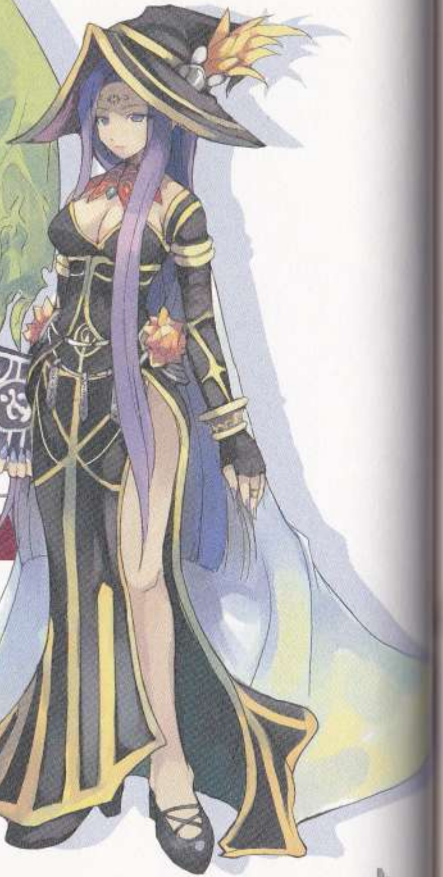
She is a free-spirited mood person who moves at her own pace, but she also has a side that spares no effort for her companions. She has a habit of falling asleep as soon as she gets tired.



Mavi

(CV: Asakawa Yuu)

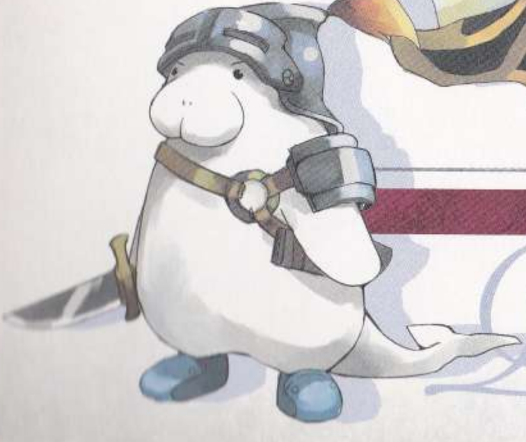
The "Witch of Dominant Verdure" who governs earth and trees. She believes that strong magic resides only in a strong body and diligently practices ascetic training every day. She is an honest person who values justice and integrity. Surprisingly, she is ex



Clare

(CV: Ohara Sayaka)

The leader of the witches, the "Witch of Violet Lightning" who governs thunder. She is indecisive and has a mellow personality. She frets over doubts about her own judgments and is quite prone to negative thinking.



Poron

(CV: Kobushi Nobuyuki)

An apprentice of the sage Payan who lives in the Witch Forest and a young member of the "Yonatama tribe" aspiring to be a hero. He has a cheerful and innocent personality. By the way, "yonatama" is a dialect term for the marine mammal dugong.

Kai

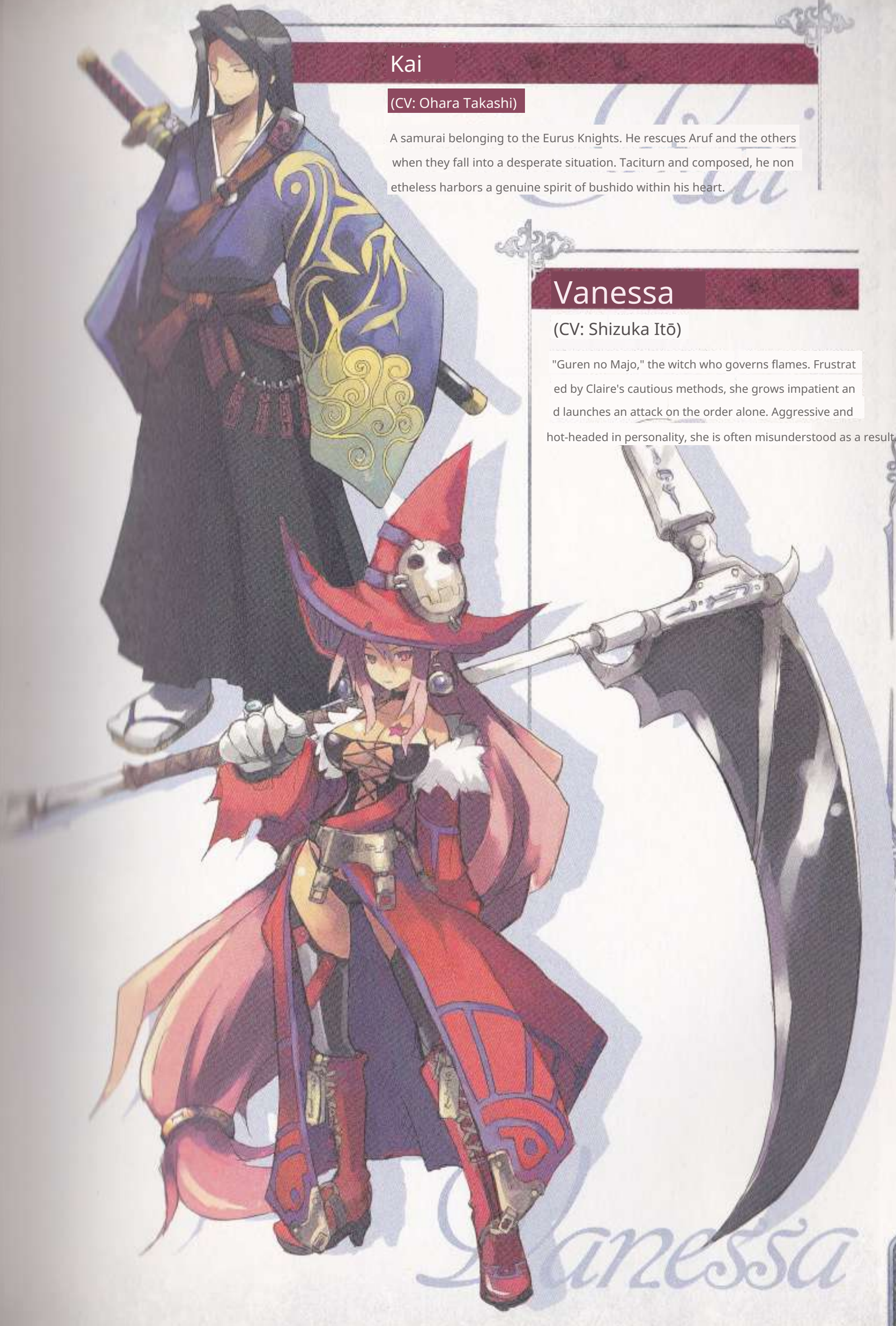
(CV: Ohara Takashi)

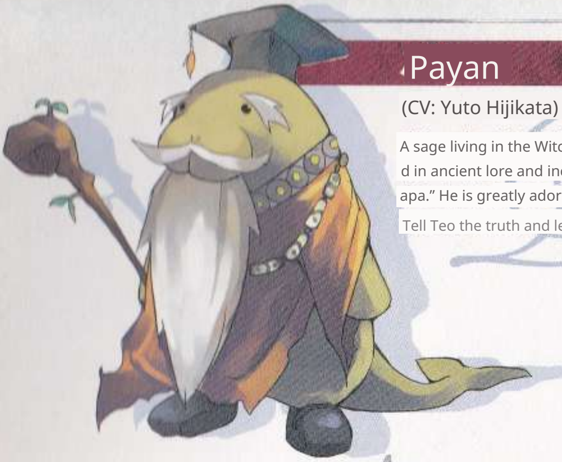
A samurai belonging to the Eurus Knights. He rescues Aruf and the others when they fall into a desperate situation. Taciturn and composed, he nonetheless harbors a genuine spirit of bushido within his heart.

Vanessa

(CV: Shizuka Itō)

"Guren no Majo," the witch who governs flames. Frustrated by Claire's cautious methods, she grows impatient and launches an attack on the order alone. Aggressive and hot-headed in personality, she is often misunderstood as a result.



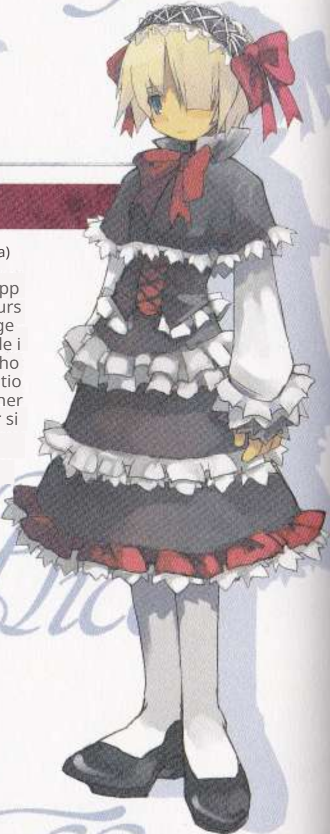


Payan

(CV: Yuto Hijikata)

A sage living in the Witch Forest. He is well versed in ancient lore and incantations. Nicknamed “Papa.” He is greatly adored by the witches. Alph

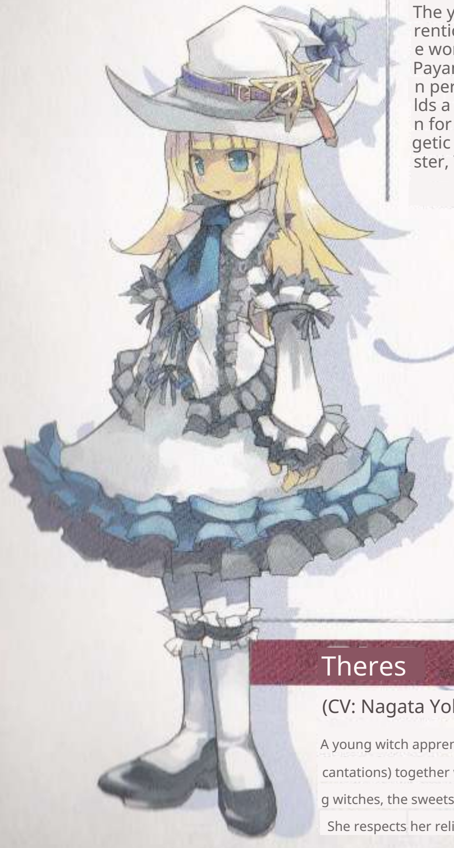
Tell Teo the truth and lead everyone.



Alice

(CV: Suzuna Kinoshita)

The young witch apprentice studying curse words under Sage Payan. She is gentle in personality and holds a slight admiration for her bright, energetic twin younger sister, Teresu.



Theres

(CV: Nagata Yoko)

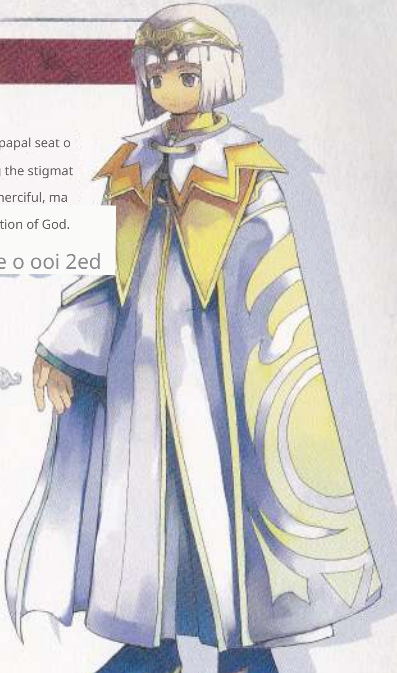
A young witch apprentice who studies curse words (incantations) together with her older sister Alice. Among witches, the sweets the two make are well regarded. She respects her reliable older sister, Alice.

Johannes

(CV: Saiga Mitsuki)

A boy who, at a young age, ascended to the papal seat of the Luminous Church. He was born bearing the stigmata called the "Vessel of God." Intelligent and merciful, many within the order revere him as an incarnation of God.

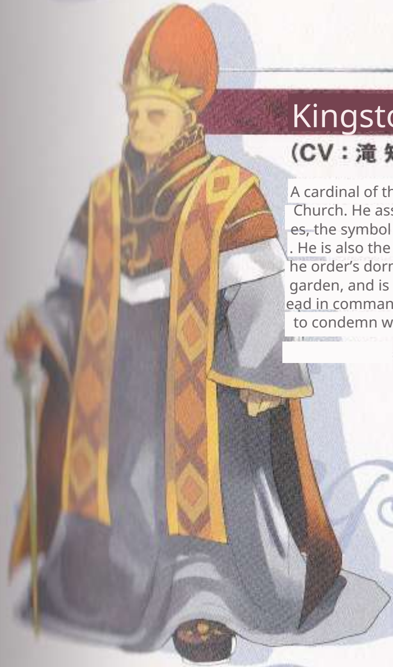
Koshite itameru sake o ooi 2ed



Kingston

（CV：滝 知史）

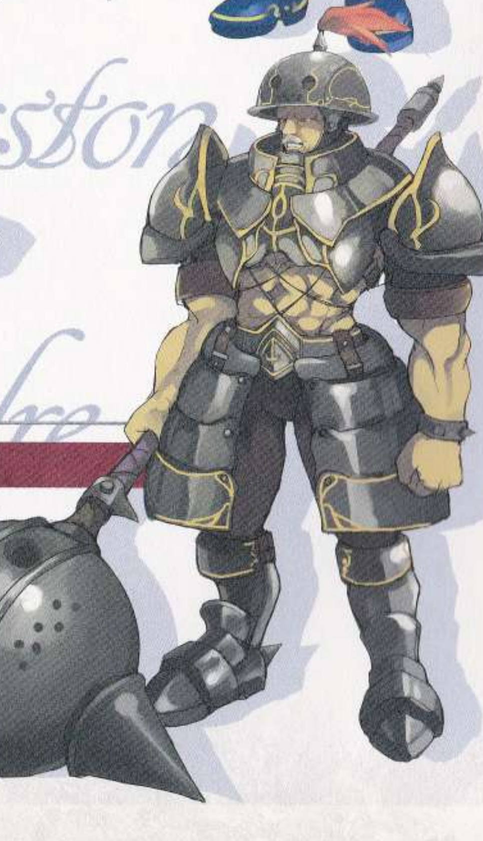
A cardinal of the Luminous Church. He assists Johannes, the symbol of the order. He is also the founder of the order's dormitory, Evergarden, and is taking the lead in commanding efforts to condemn witches.



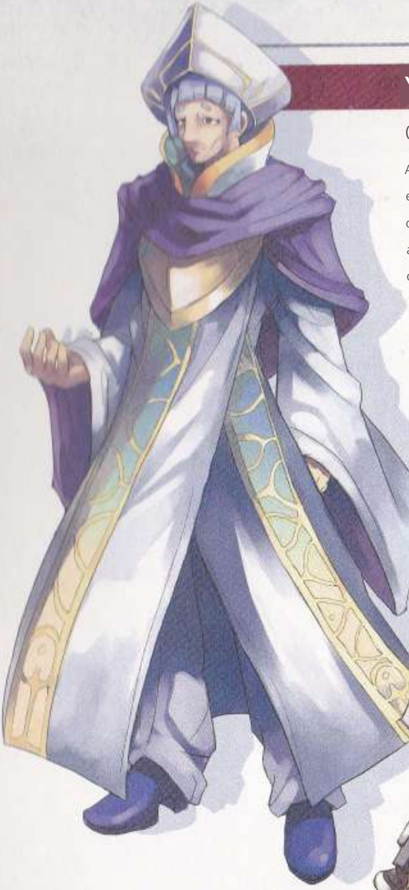
André

(CV: Norio Wakamoto)

The Sephiroth Knights'
for his own ambitio
He is ruthless and does not ch[illegible] means
to achieve his ambitions, r[illegible]g Heath as an
outstanding enemy.
He regards him unilaterally as [illegible]my.
Absolute
confident in his physique.



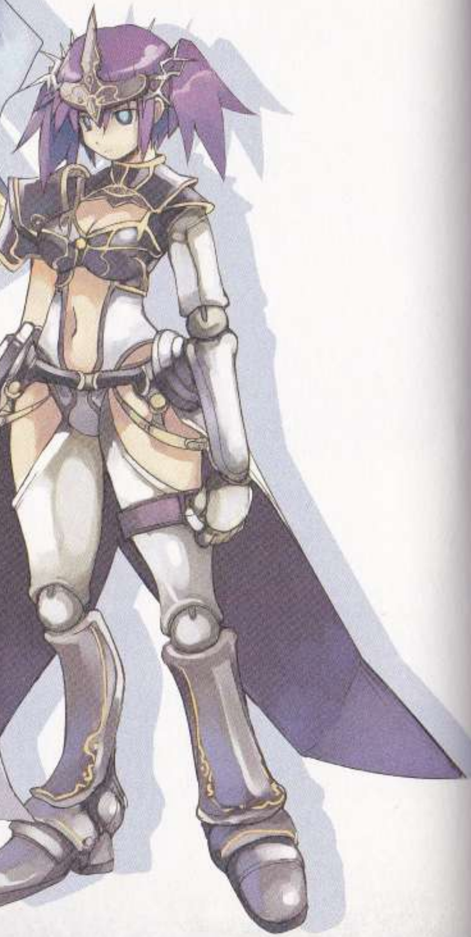
Character Introduction



Yugo

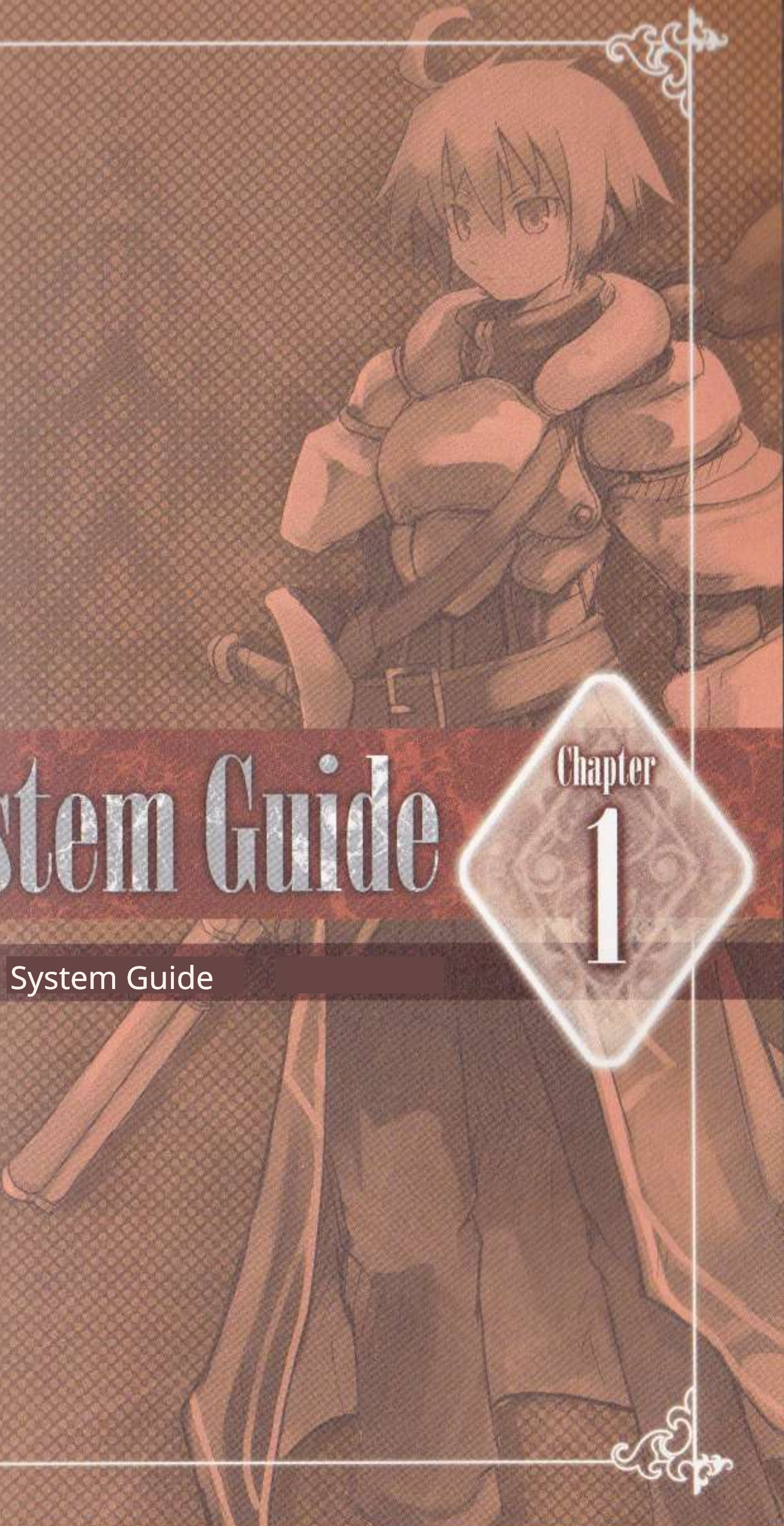
(CV: Naoki Makishima)

A priest of the Luminous Church. He is a very earnest person and is bossed around as a subordinate of Kingston. He is the official in charge of the church’s “Round Table Organs,” entrusted to him by Kingston, and is also a researcher of sorcery.



Iris

(CV: Akiko Kimura) A “Refined Holy Witch” into whom the church implanted the power of a witch using the Thunder Lapis-Tia to create a being capable of opposing witches. Because the church erased her memories and emotions, she displays very mechanical words and actions…



System Guide

Chapter 1

System Guide

Game Basics

This section explains the basic elements you should know before starting the game. Memorize them well to play smoothly.

Game Flow

The story of this work is composed of a scenario of 25 chapters in total. The story progresses by playing from Chapter 1 in order. Each chapter advances the story through scenario events and free actions, and develops into battles. In some chapters, After-Break or Dusk Kopin may not occur, but basically you repeat the flow shown below to clear each chapter and aim for the ending.

In addition to the main scenario, you can take on Free Battles that allow you to fight as many times as you like, and you can also trigger sub-scenarios by satisfying specific conditions.

Scenario part [P.018]

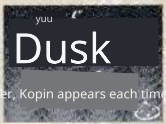
Start event

The event at the start of the chapter shows that chapter's objectives, and afterward free actions such as conversations with companions and using shops become possible.

It says to leave no one behind.

▲ Events may also be inserted before or after battles

Dusky Kopin A mysterious creature that suddenly appears, "Kopin". From Chapter 3 to Chapter 24 [P.036]



Until the end of one chapter, Kopin appears each time and tells

▲ a humor-filled tale a mysterious story told between battles.

Let’s take a breather.

In the case of free battles or sub-scenario battles

Battle Part [P.022]

The part where battles against enemies take place. There are two main types of combat: standard story battles, “Event Battles,” and “Free Battles” that you can challenge at will.

▲ Many powerful foes await wherever you go.

After Break [P.037]

Conversation events with companions that appear starting in Chapter 3. They occur after winning “Event Battles,” “Free Battles,” or “Sub-Scenario Battles.”

▲ You can also learn about your companions' personalities and ways of thinking.

Next Chapter

Six Words

At the start of the game there is an event where you choose one word from six. This affects the type of "Spell-Words" you can obtain, which can be acquired by talking with Payan after the Event Battle at the end of Chapter 13. Refer to "Spell-Word Data [P.144]" as well, and choose your word carefully. The recommended word among the six is "Hakanai"—only this word can unlock higher-level spell-words.

●Starting-word choices at the start and the spells obtained corresponding to

[Chosen word

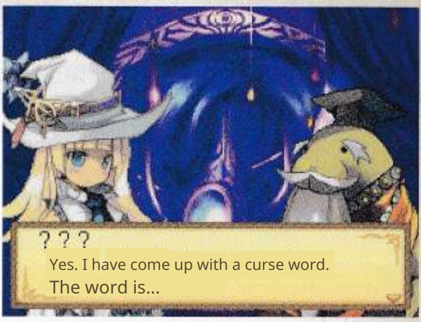
Spells obtained

Densetsu: Elyut ×4, Mesa ×2, Esta
Kibou: Cloro ×4, Ruu ×2, Lanta
Akogare: Furau ×4, Naata ×2, Arke
Hakanai: Faru ×4, Verno ×2, Foris
Himitsu: Hyuroma ×4, Wias ×2, Polo
Shiawase: Meran ×4, Nox ×2, Telos]

The incantation that is the key to unit enhancement

The most distinctive important element of this work 1 つが「呪言」(→P.021/144】」だ。It conceals a special power ため、Their power is indispensable for gaining an advantage in battle It is something that cannot be erased.

The "Curses" listed under "Attributes [→P.031]" consist of six types each, totaling 54, and by themselves have no effect. Their true value is only revealed through "Curse Appraisal" and "Curse Synthesis," which become available around the middle of the scenario. By imbuing items with the power of these curses, you can strengthen units. Skillfully utilizing curses will greatly expand tactical possibilities.



？？？
Yes. I have come up with a curse word.
The word is...

▲ Playing an important role in the use of the curse word are Ken Payan, the witch apprentice Alice, and Teles.

Afterbreak and Philia Icon

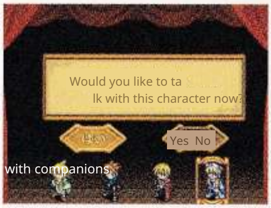
"Afterbreak" that occurs in【→ P.037】

Sometimes a heart-shaped icon appears above a companion's head. This is called the "Philia Icon," and it indicates a high level of trust toward the companion Alph.

を表したもの。Changes in the Philia Icon

Because various benefits can be obtained, build up your relati with companions.

It is important to speak extremely frankly.

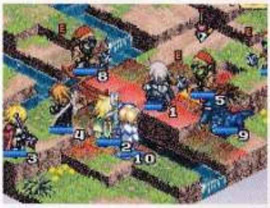


Would you like to talk with this character now?

◀ After Break occurs after victory in battle. You can only talk to units that participated in the battle, so choose your deployed units carefully.

Combat uses Active Turn

All battles that occur under the Active Turn system proceed according to the "Active P.24]" method. Regardless of ally or enemy distinction, the order of actions is determined based on status value moves. Because of this, fast-paced battles unfold, and understanding the Active Turn system is the first step to gaining an advantage.



◀ The situation in battle is constantly changing. If you do not carefully consider the action order, you will suddenly be in a pinch.

Flash Drive and Symphonism

There are special techniques that units can activate, such as the deadly Flash Drive and the combined attack "Symphonism" see [→P.029]. These are increased during battle by actions that raise "FP (Flash Points)" You can consume it to unleash (an attack). Using it requires certain conditions, but in return you gain powerful attacks with considerable strength. Use these skills skillfully to gain the upper hand in battle.

◀ The ability to attack a large numb It can attack multiple enemies at once which is its greatest feature 味。When used, A cut-in is inserted when activated.

Scenario Part Explanation

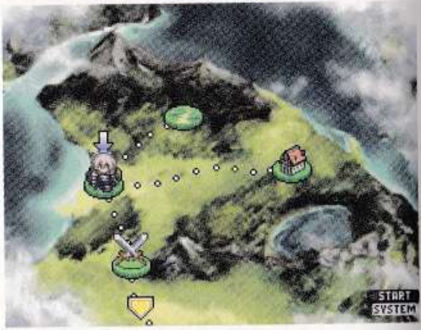
This section explains the actions that can be taken in the "scenario part".

Be sure to also understand the systems for "items" and "spells/words of power".

World Map Movement

The setting of this work is the "Continent of Stravar" (シュトラバール大陸). The map displayed on the game screen is only a small portion of the vast continent; one of ten divided world maps is shown. This is called the "area map," and movement and access to system menus are performed on this screen.

On the area map, new routes and the next destinations are added each time a chapter is cleared. In the early stages you can only move within a small range, but as Alf and the others advance in their adventure, the world gradually expands.



Icon

Movable points are displayed on the area map as icons. By moving Alf's icon displayed on the area map to a point icon, you can go shopping, talk with companions, engage in free battles, or trigger story events that advance the scenario.

The following "Examples of Icons" introduces the icons displayed on the map, broadly divided into seven types. Make sure you fully understand the meaning of each one to proceed smoothly with your adventure.

For checking your current location, please make use of the "Straubal Continent World Map [→P.040]".

● Example of an icon

Icon	Point name	Explanation
	Alf	Indicates the position of the character the player controls on the world map. You determine actions by moving this icon.
	Town / Village	Facilities such as towns, villages, and churches. Each of these locations generally has shops where you can make purchases. They also appear as objectives in scenarios.
	Natural area	Natural areas such as mountains, forests, and rivers. Since facilities like shops generally do not exist here, they appear only as chapter objectives.
	Witch Village	A hidden village where the witches live. It lies deep within a forest protected by a powerful barrier. From the middle chapters onward, it functions as a base for your adventures.
NEXT	NEXT	An icon that appears at the next destination each time you clear a chapter. When you trigger an event at this point and select "Advance the Story," the storyline progresses.
	Free Battle	Although it does not directly tie into the scenario, once cleared it becomes possible to challenge battles at any time you wish. It is ideal for raising funds and training units.
	Area movement icon	A yellow arrow indicating connections to other areas. If you move in that direction at an adjacent point, you can travel to another area.

◆Free Actions

In the scenario part, besides free battles, you can perform "Free Actions" at points. Free actions include five types: "Move," " "Talk," "Shop," "Sage's Workshop," and "World Map / Advance the Story," and the selectable types differ at each point. The types available to choose from differ at each point.

Here we explain those five free actions and also describe the "System Menu" options that can be selected on the world map.

Actions

You can talk with companions and town residents. In towns and churches, "Library" can be selected. There you can learn about the game's world and history.

◀ The histories and stories written in the books available in the library sometimes hide important hints for solving story mysteries. You should read them at least once.

Sage's Workshop

Available only in the "Witch's Village" This is Payan's workshop. You can receive services that use the acquired spell-words.

Shall we do it?

◀ The Sage's Workshop is the only place where you can use spell-words to enhance equipment items. From the middle of the scenario onward, spell-words become plentiful. Make active use of it.

Advance the story

On the world map, only points marked "NEXT" will display this command. Selecting it will trigger an event and transition to the battle segment. Unless you choose "Advance the story," the scenario will not progress, so if there are other tasks to complete, check the situation carefully. When ready, calmly choose "Advance the story."

◀ By "advancing the story," the scenario moves forward and conversation events with allies and enemies begin. After that, you will enter a battle, so be well prepared.

Shop

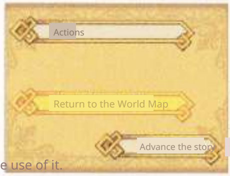
Towns and villages have "Shops." Here you can buy and sell equipment and items. You can also change equipment here.

Transfer personnel
M

◀ Shops handling various items appear as the scenario progresses. Naturally, shops that appear later sell more powerful items.

Return to the World Map

A command to move to the world map. If you do so before engaging in battle, you can act multiple times at multiple points. Make sure to prepare thoroughly.



◀ Main scenario event points are always indicated and you can immediately return to the world map. Be sure to save your game.

System Menu

Check Squad	You can change the equipment and view the status of companions who have joined the party.
Check Items	You can view your possessed items in a list. Always check to ensure you are not running low.
Save	You can save up to three data slots. Always save before battles.
Load	You can load saved data. I don't want to rely on it too much.
Options	Allows you to change various settings. Customize them to suit you.
Return to Title	As the name implies, a command to return to the title screen.
Tutorial	You can learn basic operations and knowledge. Be sure to read it at least once.

Item

"Items" are divided into two types: "equipment," which enhances a unit's stats, and "consumables," which restore HP or cure status ailments.

Equipment comes in four types: "Weapons," "Head Armor," "Body Armor," and "Accessories." Except for accessories, the types of weapons and armor that can be equipped are determined by each unit, so you will rarely be confused when choosing. Consumable items consist of 18 different healing-type items. They include effects such as restoring HP or MP, curing status ailments, and reviving units from incapacitation. Many effects can be substituted by magic or skills, but it's useful to keep them on hand for emergencies.

Shop Clerk
Welcome!

▲ The easiest way to obtain items is to buy them at the shop. Use this option wisely while keeping an eye on your remaining funds.

Item Types and Characteristics

● Types of Items and Features

Type	Icon Position	Description
Weapons (➡P.131)		Equipment that mainly enhances Attack or Magic. Each unit has one exclusive equipment type. You can hold up to 99 of each of the 99 types. Can be used for spell forging.
Head Deodorant [P.135]		Equipment that mainly boosts Resist. They are classified into four types: Helmets, Hats, Hoods, and Ribbons. You can hold up to 99 of each. Cannot be used for Spellword Synthesis.
Torso Armor (➡P.136)		Equipment that mainly boosts Guard. They are classified into five types: Armor, Clothing, Martial Arts Gi, Robes, and Coats. You can hold up to 99 of each. Can be used for Spellword Synthesis.
Accessory [P.138]		Equipment with various additional effects. Only accessories can have two equipped per unit. You can hold up to 99 of each. Some accessories can be used for Spellword Synthesis.
Consumable Item [P.140]		Items such as healing and revival potions that can be used during battle. These are consumables that vanish after a single use. You can hold up to 99 of each. Cannot be used for Spellword Sy

Changing Equipment and Using Consumable Items

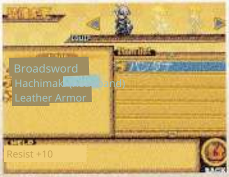
Equipment only exerts its effects when a unit equips it. There are three ways for a unit to change equipment: the "Shop," the "Sage's Workshop," and "Unit Overview" from the system menu.

One important point when changing equipment is that equipment is always swapped by exchanging it with equipment in the item list. Therefore, if you sell off every piece of equipment that no unit is currently wearing, you will not be able to change equipment when you want to swap gear among party members. Always keep spare items on hand.

Consumable items can only be used during battle, and there are no opportunities to use them during scenario parts. That is why you should not forget to check them beforehand and make proper preparations.

Check!

- Learn how the equipment-change system works
- Keep spare equipment in stock
- Equipment cannot be changed during battle
- Check consumable items before battle



◀ Actually changing equipment is shown here. You can check the status changes on the upper screen, so try to choose the optimal equipment for that unit.

Curses

There are two ways to use 「」. One is “Curse Word Appraisal” to reveal the true power it holds. The other is “Curse Word Synthesis,” which uses an appraised curse word to execute or enable something. The way you use it can greatly change the scenario’s difficulty, so make sure to fully grasp the details.

◀ Words are a very important presence. You will need a certain amount of funds, but whether you use them or not creates a large difference in difficulty. Use them effectively with planning.

☆ Curse Word Appraisal

Seals cannot be used in the state they are obtained. Therefore, you need to have their abilities confirmed by performing a "Spell-Word Appraisal" at the "Sage's Workshop".

By selecting one option from the available "Spell-Word Appraisal Menu", the abilities of a spell-word are revealed in stages. When performing a spell-word appraisal, consult others to choose the most suitable option.

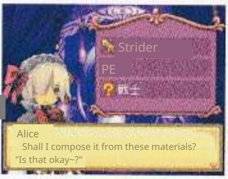
● Spell-Word Appraisal Menu

Types	-step	Effect
梅	500	You can understand the meaning of the spell-word. It can be used for spell-word synthesis. Can be re-appra
竹	1000	In addition to the effect of "Ume", you can learn the attribute the spell-word possesses. Can be re-appraised w
松	2000	In addition to the effects of "Ume" and "Take", you can see the additional effects that the spell word possesse

Spell Word Forging

By performing "forging", you can combine an identified spell word with specific items to transfer the spell word's power onto equipment; this is essential for strengthening units.

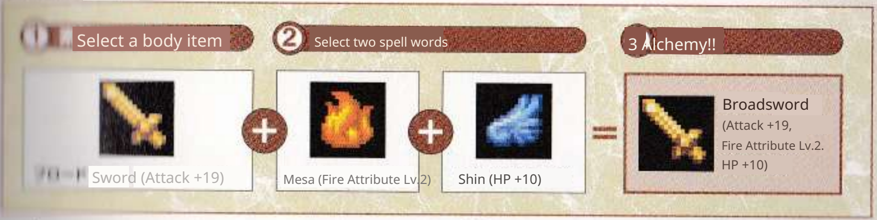
This is the system. Note that one base equipment piece and two spell words are required for a single combination. Think carefully about combinations to avoid waste.



Alice
Shall I compose it from these materials?
"Is that okay~?"

◀ Enhance weapons with spell word forging. Basically, except for certain items, forging can only be done once. Choose combinations carefully and create powerful items.

An example



As you can see from the examples above, spellword forging You choose two and combine them with equipment, the attribute comes from the first one you choose and the additional effect comes from the second one. Also, there is another hidden element in spellword forging. Before forging, if you choose a combination of “Alice and Teles,” “Base Item,” and “Spellword” and forge them together, a “Re... [P.146]” occurs. Compared with normal forging, it can produce items with greater abilities, allowing you to create powerful items.

Check!

- Newly obtained spellwords should first be appraised
- Use different appraisal menus appropriately
- Both appraisal and forging can only be done at Witch Villag
- Equipped items cannot be forged
- Some items cannot be forged
- Make use of Rare Spellword Forging

Battle Part Commentary

From here, we will explain the basic combat systems in “Battlebird.”
Make sure you understand them thoroughly to gain an advantage in battle.

Types of Battle Parts

There are four types of combat. Although the methods that trigger each of them differ, the flow of combat itself is common.

Event Battles

They are triggered automatically at "Event Trigger Points [P.840]" as the scenario progresses. These are the main battles of the game. In some chapters, battles may occur consecutively.

Free Battle

They occur at "Free Battle Trigger Points [P.040]" that appear during the scenario. The first time is a forced battle, but thereafter it becomes optional: whether you engage in battle or are forced into one is determined randomly.

varies. Victory conditions differ by battle. Be sure to understand them well and prepare for combat.

Subscenario Battles

These are bonus scenarios that occur when specific flags are set during scenario progression; most of them involve battles. Some encounters are of high difficulty.

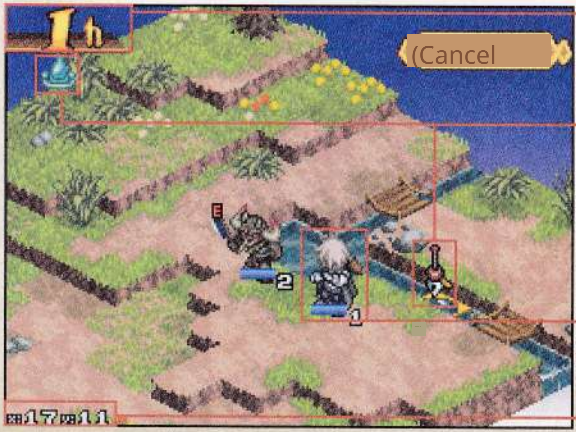
Extra Dungeon

It appears when using a save file that has cleared the first playthrough. It consists of 25 consecutive maps where you repeatedly fight to advance through the floors. Naturally, the difficulty increases as you progress.

How to Read the Battle Screen

The battle screen displayed during combat uses a quarter-view perspective. Its shape and size vary depending on the map. In addition to the basic operation interface, various pieces of information that support the player are shown on the screen. The map's height

You can check status and current position, and obtain other basic information that helps you gain the upper hand in battle. Make sure to fully understand the following four types of displays explained below, and consider how to use them effectively in combat.



Height display

Displays the height of the selected tile. It should be useful for confirming enemy heights and checking routes during movement.

>Attribute display

Displays the "terrain attribute" of the selected tile. Press the Y button to display the "terrain attribute" for the entire map.

■ Current HP · Action order prediction value

A meter showing remaining HP and a numeric prediction of when a unit will be able to act. Press the X button to displ

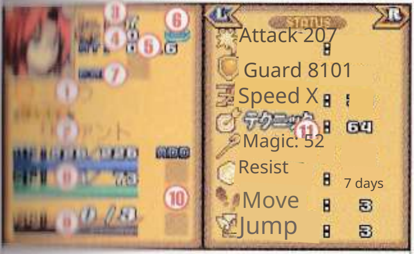
Coordinate display

Shows the coordinates of each square with the bottom of the map as the reference. It w
It will be helpful when you want to confirm distances

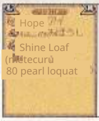
How to Read the Status Screen and Its Meaning

Check a unit's status to grasp the state of battle. During combat, the "Basic Status Information" screen is displayed by default; you can also press the button or use the stylus to tap L/R on the screen. Touching switches the screen to display information such as magic. Understand the meanings and traits of the status values so you don't lose sight of the overall situation.

Basic Information Screen



Screen Name, Attribute, Level and Current HP, Displays basic information such as status values. The screen is split; only the right side switches.



Equipment information screen

Displays the names of the equipment the unit currently has equipped. Some enemy units may be carrying weapons or armor, so if something looks suspicious you should check.

Attack Nust
St
Speed Boost

Magic information screen

Displays the names of the spells a unit has learned and their MP costs. Enemies with area-effect spells are dangerous, so detecting them in advance will make it easier to plan how to deal with the

Blinded
Confused

Skill Information Screen

Displays the names of the skills a unit has learned and their MP costs. Note that this screen will not be shown for units that have not learned such special abilities.

Flash Drive information screen

Displays the name of the Flash Drive. The lower it appears, the more powerful the Flash Drive. Enemies who have learned these are proof of a formidable foe. Proceed with caution.

Cool Strive

Symphonism information screen

Displayed for some allied units. Since it is a combined attack by multiple units, check it to identify which units will participate in the synchronism during chaotic battles.

Only for units: the label "Philia" may be displayed to the left of the unit's name.

Class name

Represents

The maximum level is 99. It can also determine action order.

Experience is gained by performing certain actions during battle, and when enough experience is accumulated the unit levels up. After leveling up, the acquired experience always resets to 0. Also, leveling up fully restores MP.

Predicted value. This value corresponds to the number of units currently taking action; when the action ends, it affects the "Active Turn [→P.24]".

An icon will be displayed for Kon. Units without an icon displayed will become untargetable. For types and effects of attributes, see [P.031].

When the effects on [P-031] are applied, status abnormalities in the area.

The left value indicates the current value and the right indicates the maximum. HP represents physical endurance and when it reaches 0 the unit becomes incapacitated. MP represents willpower or mental strength, and decreases when using skills. If MP reaches 0, no magical effects will occur.

⑨FP

Value required to use Flash Drive or Symphonism [→P.029]. Abbreviated as Flash Points; the gauge increases through actions during battle, and when the gauge reaches a certain amount FP rises by 1. The maximum FP is 3.

⑩ADD

An area where an icon is displayed when a unit is granted an additional effect [→P.034].

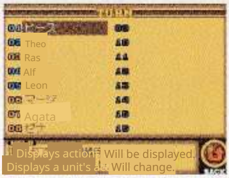
11 Status

Unit attributes. Higher numbers indicate better performance. Also, if status values increase or decrease due to status abnormalities [P.034], an icon will be shown to the right of the status value. The names and meanings of each ability are as follows; the abbreviations in parentheses correspond to the unit data displays in Scenario Walkthrough [→P.D44] and Allied Unit S

- Attack (ATK) represents physical attack power; the higher the value, the greater the damage of [.025] and physical attack skills.
- Guard (GRD) represents physical defense; the higher the value, the more physical damage taken when attacked is reduced.
- Speed (SPD) represents swiftness; the higher the value, the greater the chance to eva It can also affect the determination of action order.
- Technique (TEC) represents dexterity; the higher the value, the higher the accuracy of no It can also affect the determination of action order.
- Magic (MGC) represents magical attack power; the higher the value, the greater the damage of offensive magic and magic attack skills.
- Resist (RES) represents magical defense; the higher the value, the more incoming magical damage is reduced. This value also relates to resistance to status ailments—the higher the value, the less likely one is to be afflicted.
- Move (MOV) indicates the number of tiles that can be moved at one time. It greatly affects the determination of turn order during battle. See [P.024] for details. This stat does not increase on level up.
- Jump (JMP) indicates the range of elevation difference that can be traversed at once. See [P2] for details on elevation differences and jumping. This stat does not increase on level up.

Active Turn

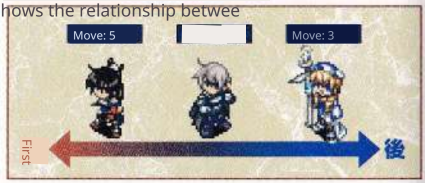
This work adopts an "Active Turn" system. Rather than allies and enemies taking turns alternately during combat, units act in order based on a reference stat value that is high among all participants. Make sure to fully understand the rules and mechanics of this system and aim to conduct battles to your advantage.


TURN
Theo
Ras
Alf
Leon
Agata
Displays actions Will be displayed.
Displays a unit's ac Will change.

The action order can also be checked on a dedicated screen in the system menu. It is only a predicted action order, but you can use it as a reference when formulating your tactics.

Basic rule for determining action order ~ Move ~

For determining action order in Active Turn, the status value "Move" is involved: units with higher Move act earlier. The example on the right shows the relationship between Move and action order. In practice there are more units, so there will be a significant difference in action timing between units with Move 3 and Move 5. Keep that in mind when selecting units to deploy in battle.



Basic rule for determining action order — AT

In addition to the Move value, a hidden internal value called "AT" affects action order. When a unit performs various actions such as moving or attacking, its AT is recalculated and changed. That value is used to recompute and determine the next action order. When this value reaches 100, it becomes that unit's turn, and AT is consumed according to the type of action chosen.

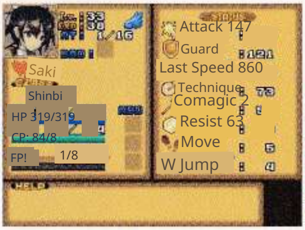
● List of AT increases and decreases

Chose to wait without moving or fighting: AT becomes 30
Only moved and ended the turn: AT becomes 20
Only fought and ended the turn: AT becomes 10
Both moved and fought and ended the turn: AT becomes 0
No units able to act: AT increases by the same amount as Move

Detailed rules for determining action order

Although it is an extremely rare pattern, there are times when "multiple units have the same Move value and their AT simultaneously reaches 100." Many players may wonder what happens in such a case. When this situation occurs, the process is to "refer to other status values the units possess, and the unit with the higher value acts first." There are multiple status values referenced; if the first referenced status value is also the same, the next value is referenced, and this is repeated until the final action order is determined. The values used as criteria and their priority order are summarized on the right.

It is difficult to grasp all status values during battle, but knowing this mechanism should be useful in critical moments.



Units with high Move also tend to have better growth in stats such as Speed. Their high mobility should be useful in many situations.

● Rules for determining action order under special conditions

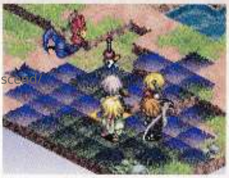
① Check the Speed value; the higher one acts first.
② If Speeds are equal, check the Technique value.
③ If Technique values are equal, check the Level value.
4 If all values are identical, the player side is given priority.
6 In online matches, the units on the side that goes first are given priority *

*Which side goes first or second in online matches is determined at rando

2 Move

The range a unit can move at one time is determined by the \"Move\" and \"Jump\" values in its stats. \"Move\" indicates the number of tiles it can traverse, while \"Jump\" indicates its capability to ascend/ Indicates the limit of elevation difference that can be adjacent.

Here, I will explain two points to be careful about when moving.



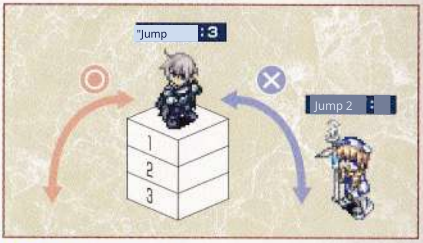
The range you can move is shown in blue. Also, by placing the cursor over and selecting an enemy, you can display that enemy's movement range. Check frequently to anticipate the enemy's movement

Relationship between elevation difference and jump

On maps with large elevation differences, a unit's jump value can cause significant differences in available routes and movement range. The diagram on the right, "Relationship between jump value and elevation difference," shows the jump value and the levels of elevation that can be climbed or descended. If a unit's jump value is equal to or greater than the height of the tile you want to move to, movement is possible; if the jump value is insufficient, you will need to take a detour.

Move and jump are stats that do not increase through level-ups, so it is best to fully understand each unit's movement characteristics in advance and adjust which members you bring into battle depending on the map. Such preparation is the key to gaining an advantage in combat.

● Relationship between jump value and elevation difference



Maps with large height differences appear very frequently. If you don't plan efficient movement routes, you may find yourself unable to move as intended and end up in a pinch.

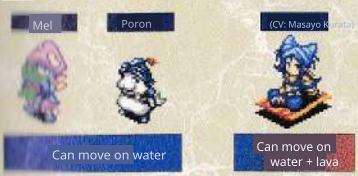
Impassable tiles

On battle maps, there are "impassable tiles" that units cannot enter. These include objects like rocks and barrels, and terrain such as rivers and lava. When you are advancing aggressively, they are nothing but obstacles, but when you are waiting for the enemy to approach, they can serve as effective defensive barriers.

There are three types of impassable tiles shown on the right. Memorize the characteristics of each.

・Special movement types

The following three units can move over "water" and "lava" as if they were normal terrain. In particular, Wiwi's mobility is astonishing.



Natural obstacles such as rocks

The objects you will see most often are obstacles that no unit can enter. They are often placed together with rivers and the like, and if you move your units skillfully you can use them effectively.

Man-made obstacles such as wooden crates and barrels

Objects commonly found in towns and villages. There are two types: those you can stand on and obstacles that cannot be entered. When you encounter them, check them and consider effective ways to use them.

Rivers, lava

This type is handled somewhat specially. Some units can move over it, and even ordinary units can jump over it when they have a width of one tile and there are movable tiles in a straight line; in such cases they can leap across it. By taking advantage of this characteristic, you can also use it to strand enemies on the far shore.

Combat ~ Normal Attack ~

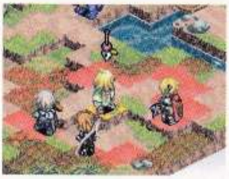
The basic combat command is the "Normal Attack." You attack enemies with your equipped weapon to deal physical attack damage.

There are types that close in to attack enemies and types that shoot from long range; normal attacks differ in characteristics for each unit. Understanding the attack types and using them appropriately depending on the situation is the first step to progressing battles efficiently.

◀ Only normal attacks it is difficult to win a battle using only normal attacks. Combine them with other combat commands, and the timing of use becomes important.

Attack Types

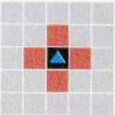
Normal attacks can be classified into three types: "Close-range Attack," "Mid-range Attack," and "Long-range Attack." Each characteristic is described by three items: the attackable range, the height difference the attack can reach, and the allied units that perform that type of attack. Note that only for long-range attacks do ranges differ between units, so those will be explained individually.



◀ When attacking, the attackable area is shown on the tiles with a red mark. Since allies can also be attacked, be careful not to hit them by mistake.

Close-range Attack

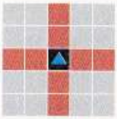
The most basic attack type. It can only attack enemies at very close range. Most allied units fall into this type. Since attacking requires adjacency to the enemy, take care of surrounding enemies so you are not flanked.



Attackable elevation difference range	3
Units of this type	Alf, Cecil, Leon, Mel, Bolon, Mavi, Kai, Claire, Vanessa

Mid-range Attack

An attack type that deals damage* to two tiles in a straight line (). Its strength is that it can strike from one step farther than "melee attack," but it also has a drawback. If a friendly unit is on a tile in that straight-line area, it will be damaged at the same time. Be very careful about positioning when attacking.

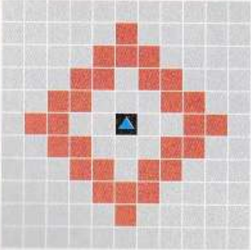


Attackable elevation difference range	4
Units of this type	Saki, Heath, Lusha, Cecil (Awakened)

*Damage dealt to a target at the second tile is modified to 0.8 times the normal value.

Ranged attack, bow

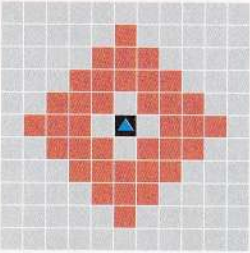
Ranged attacks have different attack ranges depending on the unit. This is the range for bow attacks. Because you can strike enemies from range, they are useful in many situations.



Attackable elevation difference range	6
Units of this type	Theo

Ranged Attack · Crossbow

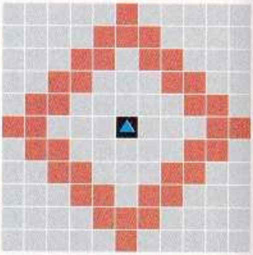
Ranged attacks, unlike "mid-range attacks," will still deal damage even if allied units are positioned between the attacker and the target. Crossbows have a wider attackable range than bows.



Attackable elevation difference range	6
Units of this type	Nikola

Ranged Attack — Lamb

The attack type of Wivi that can strike the farthest. Ranged attacks also have an exceptionally wide range when it comes to elevation differences. You can even snipe enemies from a very high position.



Attackable elevation difference range	6
This type of unit: Wivi	[redacted]

About physical attack modifiers

For physical attacks, the positional relationship between enem
「ダメージ」と y and ally applies modifiers to "accuracy." W

There are two physical modifiers: "facing direction modifier" and "elevation difference modifier."

Facing-direction modifier

The "facing-direction modifier" adjusts damage and accuracy depending on the position from which you attack an enemy. Attacks from the side are more effective than frontal attacks, and attacks from the rear are more effective than from the side. When moving to attack, check which direction the enemy is facing before moving.

Of course, the same modifiers apply when allies are attacked, and enemies will move to exploit those modifiers as well. Try to position yourself to avoid having your back exposed.

Elevation modifier

The "elevation modifier" changes damage when there is a height difference between you and the enemy. Generally, being on higher ground than the enemy increases your effectiveness, while being on lower ground applies a negative damage modifier. These modifier values vary by attack type, so review the elevation modifiers for each type to understand the differences.

Melee attack

[illegible]	Penalty to lower row	Correction to the previous section
0	1.0×	1.0×
1	1.1×	1.0×
2	1.2×	0.9×
3	1.1×	0.75×

Mid-range Attack

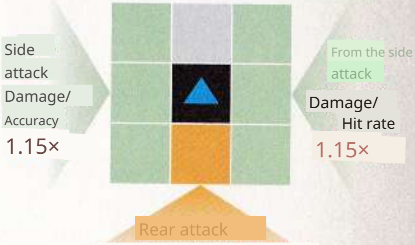
[illegible]	Penalty to lower row	Correction to the previous section
0	1.0×	1.0×
1	1.1×	1.0×
2	1.2×	1.0×
3	1.3×	0.9×
4	1.4×	0.8x

Ranged Attack

[illegible]	下段への補正	Correction to the previous section
0	1.0×	1.0×
1	1.0×	1.0×
2	1.1×	1.0×
3	1.2×	1.0×
4	1.3×	1.0×
5	1.4×	0.9×
6	1.5×	0.8x

Remember that there are two types of "正" (sei).

Also, here I will explain elements related to physical attacks: "Critical" and "Accuracy and Evasion." Please review them carefully and make use of them in actual combat.



Damage and hit rate multiplied by 1.25

Critical

When making a normal attack, there can occasionally be damage stronger than usual. That is a "critical." It occurs with a 1/12 chance on normal attacks and increases damage by 1.3 times. The chance of occurrence is always constant and does not change.

Some skills perform critical attacks. Alf's "Point Shot" is a representative example. It's a convenient skill, so make effective use of it.

Hit rate and evasion rate

Hit rate is affected by the "Technique" stat, and evasion rate is affected by the "Speed" stat. The maximum hit rate for physical attacks is 99%. For units whose hit rate is questionable, consider adjusting the attack direction or compensating with equipment.

Saki and Uwi are the two who can be expected to have high evasion and accuracy. Their turn order also comes up quickly, so they should be useful in situations where you want to reliably deal damage to enemies.

Combat ~Magic and Skills~

The two battle commands you will use frequently, just like normal attacks, are "Magic" and "Skills." Magic and skills can be activated by consuming MP. In return for paying that cost, they have various special effects that normal attacks do not. Note that both magic and skills are learned upon leveling up. What each unit learns differs, so you may also want to know who learns which types [→P.120].

◀ Skillfully using magic and skills is the key to victory. Use them actively.

Properties of Magic and Skills

Although magic and skills may seem like different attack methods, in practice they can be considered virtually the same in nature. Magic and skills are classified into five types. Below we explain the characteristics of those five types.

One point to be careful about when using magic and skills is that "units within the effect range will be affected regardless of whether they are allies or enemies." When using them, check the area around the enemy and be careful not to catch your allies as well.

◀ Skills tend to be those that excel offensively or those that affect the unit that activated them.

▶ Magic varies considerably in [illegible] depending on the element. Find the element you excel at and devise your own tactics.

● Physical

This type performs physical attacks similar to normal attacks and is affected by direction and height corrections. If used skillfully, it can be expected to deal large damage.

● Magic

This type performs magic attacks. Its characteristics are that its hit rate is fixed at 100% and it is not affected by direction or elevation differences.

● Healing

Has effects that restore HP and cure status ailments. This type is indispensable in battle. You should have at least one unit specialized in this.

● Support

This type exerts special effects that alter a unit's stats or status. Depending on how you use them, they should produce great effects.

● Revive

Has the effect of reviving a unit whose HP has reached 0 and has become incapacitated. They will likely see frequent use in battles against powerful enemies.

Check!

- ●Always check remaining MP
- ●Know the differences by type
- ●Pay attention to the characteristics of effect ranges
- ●Some enemy units also use them

Unit acquisition types

All allied units have predetermined magic and skill proficiencies that they learn from the start. The table on the right classifies every allied unit by the types of magic and skill acquisition they possess. For enemy units, the usable magic and skills are set individually for each unit appearance in battle. Even if you face the same type of enemy as before, you should not be complacent and should frequently check their abilities.

Magic only	Cecil, Cecil (Awakened), Lushe, Mel, Wiwi Mavi, Claire, Vanessa
Magic skills	Heath, Nicola, Boron
Skills only:	lf, Theo, Leon, Saki, Kai

Combat ~ Flash Drive ~

The technique that can be called Mitt's ultimate move is the "Flash Drive." Each unit has three levels, from Lv.1 to Lv.3. This is similar to magic and skills; as a unit's level rises, it progresses. In addition to dealing damage, it often applies special effects, and if used at the right time it can deliver overwhelming power. However, using Flash Drive requires certain prerequisites. You should make sure to understand them.

Check!

- ●A unit can learn up to 3 types
- ●Using them requires FP
- ●Allied units cannot be targeted
- ●Some enemy units also use them

Flash Drive Gauge

Using a Rush Drive (Flash Drive) requires "Flash Drive Points" stored in the "Flash Drive Gauge." FP (Flash Points) are accumulated through various actions. The table on the right summarizes the basic actions that increase or decrease FP. To use a Flash Drive on a targeted unit, you need to manage FP to a certain value. You can check the FP value on the status screen.

●FP increase/decrease

Increase of FP
Unit finished its action: FP +30
Defeated an enemy unit: FP +80

Decrease of
Used Flash Drive: FP -100~300
Used Symphonism: FP -300 (all participating units)
Became incapacitated: FP becomes 0

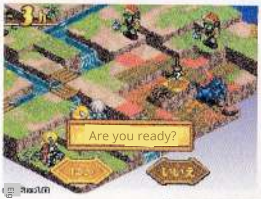
Combat ~ Symphonism ~

"Symphonism" is an attack in which allied units cooperate to unleash a tremendously powerful physical strike. The activation condition is extremely strict: "All units participating in the Symphonism must be located within 3 tiles of the using unit," and every participating unit's FP must be full — making it very difficult to achieve. Most of these attacks, however, possess overwhelming power that rewards the effort.

Symphonism is learned by leveling up, so it is automatically learned during events within the scenario. The table below lists the timings for learning it. Please also check the "Symphonism Data [P.126]" for reference.

Timing of Learning Nism

Name of Yahfuzm	Chapter Learned
Gray	Chapter 17
Lily Rondo	Chapter 18
Proud	Chapter 19
Strike	Chapter 20
Some Impact	Chapter 21
[Boarei]	Chapter 22



◀ This is just before "Shining Ray" is unleashed. Only Symphonism and Flash Drive will not affect allies even if they are within the red area.

▶ One feature of Symphonism is that a unique performance is inserted after activation allowing you to reaffirm Alph and the others' heroic figures.

Check!

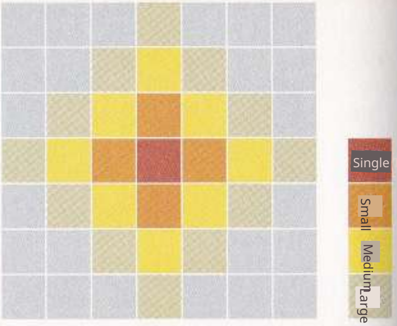
- ●Learning is performed automatically
- ●Allied units cannot be targeted
- ●Pay attention to the positions of participating units

About Range and Area

Many magic skills and Flash Drives have a wide area of effect. Because they can affect all units within their area of effect, you should actively use them to progress battles efficiently.

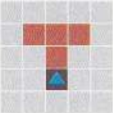
The area of effect usually spreads radially from the selected tile. However, the size of that area differs depending on the attack command as shown on the right, so think carefully before using them. Also, some techniques have special ranges as described below. Always be aware of both enemy and ally positions and activate them at the best timing.

●Size of area of effect



Special range patterns

T-shaped



Flash Drive

Alf
"Mach Slash"

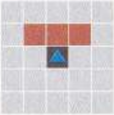
Saki
"Moon Throw Circle Slash"

Mavi
"Tiger Fang"

etc.

▲ Mach Slash

Horizontal Type 3



"Skill

Alf
"Rumble Hit"

Leon
"Riot Roar"

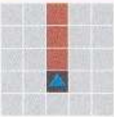
"| Flash Drive

Teo"
"Drag Break"

etc.

▲ Drag Break

縦 Type 3



Flash Drive

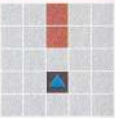
Saki
"Vertical Circle Slash"

Heath
"Port Impact"

Poron
"It's the Kirarin Slash"

▲ Vertical Circle Slash

Long-range Type 2



Flash Drive

Heath
"Pierce Slash"

▲ Pierce Slash

Battle — Items

The only items usable during battle are consumables such as VitaIn (see P.140); regardless of type, their range is "1". Also, the maximum allowable elevation difference is "4". There are no restrictions on which unit can use them, so if you must perform an emergency heal or revival, even an attacking unit may need to use an item to get through the situation. Be sure to prepare a set of recovery items for emergencies.

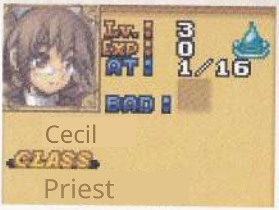
◀ When a unit is in a dangerous state and healing magic cannot reach them, consider using items.

▶ In chaotic fights the healer may not be able to reach everyone. That's exactly when items come into play.

Attributes

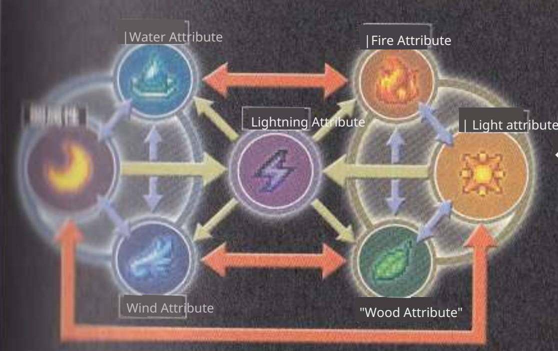
There are nine "elements" in the world of this work, which have friendly or hostile relationships with each other. Elements exist in various aspects such as units, equipment, and terrain,

The elemental attributes influence outcomes. Knowing the elements of this attribute is an important point for winning battles, and understanding the basic systems and characteristics of the attributes will allow you to use them effectively.



◀ Elements are shown as icons on the unit status screen. If none are displayed, it means the unit is attribute-less.

Types of attributes and affinities



Liu Li attribute

Attributes that are mutually antagonistic. Damage when attacking is increased by 1.25×. This is the highest modifier among attribute affinitie

◆ Half attribute

An effect possessed by the Lightning attribute that is somewhat strong against all four basic attributes (Fire, Water, Wind, Wood) and weak against Light attrib

Friendly attribute

There is no change to damage when attacking, but there is a characteristic that increases the effect when performing healing or support actions.

Electric attribute

The attribute possessed by a specific unit that applies a 1.1× modifier against all other attributes.

Non-attribute

Indicates the state of a unit or equipment that has no attribute. Not affected by any attribute except Dragon.

As shown in the "Correlation Chart," there are favorable and unfavorable matchups among the nine types of attributes, and each of them interacts with the others in complex ways.

The values affected by attribute matchups when an attack is made are shown below in "Attribute Affinities"

This is a "table." It lists the damage multipliers when attacking with each attribute. At minimum, remember the basic pattern for the four attributes: they are weak to the same attribute, strong against opposing attributes, and somewhat weak to half-attributes.

					Defender				
	Fire	Water Dumpling		木	雷	Light※	闇	竜	無
火	0.8	1.25	1	1	0.9	1	1	0.9	1
水	1.25	0.8	1	1	0.9	1	1	0.9	1
風	1	1	0.8	1.25	0.9	1	1	0.9	1
木	1	1	1.25	0.8	0.9	1	1	0.9	1
雷	1.1	1.1	1.1	1.1	1.1	1	1	0.9	1
光	1	1	1	1	1.25	0.8	1.25	0.9	1
闇	1	1	1	1	1.25	1.25	0.8	0.9	1
竜	1.1	1.1	1.1	1.1	1.1	1.1	1.1	0.8	1.1
無	1	1	1	1	1	1	1	0.9	1

Meaning of unit attributes

The attribute of a battle opponent has the most direct influence only on certain things, so always keep it in mind.

When facing enemies with opposing attributes, you will have an advantage offensively while also having defensive weaknesses. Take that into account and understand the data of enemies that appear; on maps with many enemies of unfavorable attributes, you may need to decide to skip deployment.

Mel
"Oil Sugar Woman"
SERIES
Orok
Kyurakushī
Resist

Countering opposing attribute

As long as... don't even get 0% wrong.

0% R An element that can be expected to have a large effect. If you judge the situation to be advantageous, one option is to launch a full-scale attack at once.

Meaning of equipment attributes

The attribute granted to equipment only affects physical attacks. It calculates modifiers for both attacking and defending units' attributes, weapon attributes, and armor attributes; the sum of these is divided by 3, and that number becomes the final modifier. By utilizing this characteristic, it becomes possible to overcome weakness attributes or specialize in certain attributes. This will also broaden the range of unit deployment options.

Durandal
Baby Plate
Iron Pick (hide-tsu no ko d
Iron Pick
CHELD
Attack +60 Magic +40
Attack 25

Equipment attributes can be granted by Curse-Word Forging. The combinations are completely flexible. Create equipment unique to you and use it to gain an advantage in battle

Meaning of land attributes

Land attributes are somewhat special. If a unit of the same attribute stands on this terrain, all status values except Move and Jump increase by 5%. Also, note that if the weapon attribute is the same, status further increases by 5% during attacks, and if the armor attribute is the same, status further increases by 5% during defense.

Although it is only 5%, the benefit increases the later it gets. Also, an anti-element unit placed on earth attribute will not cause any change.

About attack attributes other than normal attacks

Some spells and skills have attributes inherent to the technique itself. Without exception, these are types that perform magical attacks; final damage for them is determined only by the attribute set for each magic skill and the defender unit's attribute.

Ignore the attribute of the unit that activated the skill, the attributes granted to equipment, and the bonuses provided by attributes, so on maps where enemies primarily use such attacks, you need to pay attention to attribute affinities. As a countermeasure, some accessories have effects that nullify or reduce magical attacks. They are valuable items, so if you obtain one, consider using it effectively.

Note that Flash Drive and Symphonism have no attributes, and unit-to-unit attributes do not affect them either. That means their effects can be maximized without considering affinities.

Enemy units that perform magic attacks are dangerous. If you discover them, I want to fight them cautiously.

Bit Storm
Splash
Srangewile
Jungle Con
Poron
Nata m
to power

Deals magical damage.

An interesting allied unit is Poron. Basically, it can use magic of all four attributes.

Check!

- Make effective use of elemental affinities
- Remember the characteristics of the three types of elements
- Equipment element only affects physical attacks
- Pay attention to the differences between physical and magical attributes

Status Changes

During battle, status changes that bring various changes to units can be classified into four types: "status changes" that increase or decrease a unit's status values; "additional effects" that nullify abnormal attacks; "support effects" that activate when a unit meeting certain conditions is adjacent to Alf and cause that unit to act; and other categories.

Each status change has its own characteristic effects, so by using them you can gain an advantage in battle. Of course, enemy units can also use status changes. Understand the specific effects and countermeasures for each status change here so they can help you get through emergencies.

Status Ailments

These are status changes caused by spells, skills, or Flash Drive effects that are considered "status ailments." They impose restrictions on a unit's actions and greatly reduce its abilities. There are harmful status ailments such as "Charm," which causes a unit to attack allies, and "Paralysis," which prevents the unit from acting on its first turn. If left untreated, these dangerous ailments will keep the unit out of action, so you should quickly recover them and return to battle.

Below are the effects of each type of status ailment. One point to note is the item called "severity." Multiple effects do not stack; when a unit receives a new status ailment, the one with the higher "severity" takes precedence and cancels out lower-tier effects.

◀ Be careful when enemy units use Flash Drive. Multiple units may suffer status ailments at the same time.

▶ Using attacks that inflict status ailments on powerful enemies is an effective tactic. "Paralysis," "Stun," and "Charm" are particularly effective.

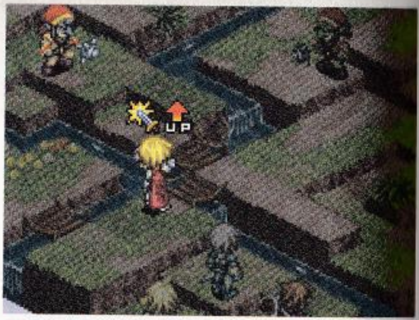
List

	Name	Contents	Main Methods of Recovery
1	Paralysis	All actions become impossible. After a certain amount of time passes, recovery occurs.	Item: "Ugoke Herb" Skill: "Clearer"
2	Poison	When the turn order comes around, receive damage equal to 5% of maximum HP. Recover after a certain amount of time has passed.	Item: "Dokukie Herb" Skill: "Clearer"
3	Charm	While under the effect, the unit cannot be controlled. It will attack nearby allies. After a certain amount of time has passed, it recovers.	Item: "Koisame Grass" Skill: "Clearer"
4	Confusion	While under the effect, the unit cannot be controlled. It will indiscriminately attack nearby units. After a certain amount of time has passed, it recovers.	Item: "Ochitsuki Grass" Skill: "Clearer"
5	Silence	All combat commands except normal attacks become unusable. After a certain amount of time has passed, it recovers.	Item: "Tonae Grass" Skill: "Clearer"
6	Sleep	The unit cannot take any actions. It recovers either after a certain amount of time has passed or when it takes damage.	Item: "Mega Shark Grass" Skill: "Clearer"
7	Darkness	While under the effect, the hit rate of physical attacks is reduced. After a certain amount of time has passed, it recovers.	Item: "Yokumie Herb" Skill: "Clearer"

Status Abnormality

This effect influences the various status values that a unit possesses.

It alters stats by a certain percentage, so its effects become more pronounced the later they take place. It has a wide range of uses, such as compensating for an ally’s weaknesses or countering an enemy’s strengths. There are no effects that increase Jump or Move, so you can inflict up to six different “status abnormalities” on allied units. Note that, in principle, the effect that occurs later takes precedence. You can use a down effect to cancel out an enemy’s status-up effect. ● Status Abnormality Effect Table



Among the status-up effects, one of the most powerful is Heath's skill "Holy Pride." It raises four stats simultaneously.

■to	Effect name:	Effect	Main special abilities that trigger the effect
UP	Status Up Effect	The relevant stat increases by 10%. The duration of the effect varies depending on the ability used.	Skills: "Charge" "Concentrate" "Falcon Technique" Magic: "○○○ Boost" type spells
Down	Status Down Effect	The relevant stat decreases by 10%. The duration of the effect varies depending on the ability used.	Magic of the “○○○ Fall” family. Some flash drives
	Move Down Effect	Move is reduced by 1.	Rusha’s individual flash drives
	Jump Down Effect	Jump is reduced by 1.	Saki’s individual flash drives

Additional Effects

The “Additional Effect” is a highly special effect that grants power to a unit and is displayed in the ADD column on the status screen. Its effect is a powerful one that can completely nullify either physical attacks or magical attacks. However, the number of times it can nullify is limited to three ● Additional Effects List Icon Effect

It is limited to three times, and there is also a weakness in that flash drives cannot prevent it. Note that the magic-attack nullification effect will also nullify ally healing magic and magic-attack skills, so caution is required. Use it carefully when you are the one employing it.

	Effect Name		Main special abilities that trigger the effect
⬡	Physical Attack Nullification	Nullifies up to three physical attacks.	Skill: Alf "Rim Shield" Magic: Vanessa "Rejection"
⬡	Magic Attack Nullification	Nullifies magical attacks up to three times.	Skill: Alf "Rim Wall" Magic: Claire "Reflection"

*There are three ADD slots shown on the status screen, but the third ADD slot is never used.

Support Effects

"Support effects" are not something the player actively uses; they automatically take effect when certain conditions are met. The condition is that a companion unit with the Philia icon [→P.037] is adjacent to Alf. Simply by being adjacent, Alf and the adjacent unit(s) receive accuracy and evasion bonuses corresponding to the Philia icon's level. It is effective to trigger support effects for units specialized in evasion or for units that tend to lack accuracy.

●Support Effect Table

■Icon	Effect
♡	Accuracy and evasion +5%
♡	Accuracy and evasion +7%
♥	Accuracy and evasion +9%
♥	Accuracy and evasion +12%

※ Support effects do not stack.

Unit Growth

When a unit gains 100 experience points during battle, it levels up, increasing its stats and allowing it to learn new spells and skills. When a unit levels up, its HP and MP are fully restored.

Understand the experience point acquisition system well to aim for efficient leveling.

A single level-up yields only a small growth for a unit, but those accumulations form the foundation for defeating powerful enemies.

Experience Acquisition

Units gain a certain amount of experience by "engaging in battle," but the amount of experience gained at that time varies depending on the unit and what actions it took. The table on the right classifies the experience points obtainable by type of combat action.

When attacking, the experience gained increases or decreases depending on the level difference: the larger the level gap, the more the experience is adjusted. Letting a lagging unit deliver the finishing blow is a good way to control growth. Actions such as healing allies with recovery magic are not affected by such level differences. Make good use of this to gain experience efficiently.

• Base experience from battle

Types of Actions	Experience ga
Attacked an enemy	Exp +20
Rendered an enemy incapacitated	Exp+60

● Actions not affected by level difference

Types of actions	Experience gained
Used healing/support magic on an ally	Exp+30
Used healing/support magic on oneself	Exp+5
Used an item	Exp+5

● Experience correction due to level difference

Level difference with the tar	Experience co on
Target's level +5	Exp 1.5×
Target's level +4	Exp 1.4×
Target's level +3	Exp ×1.3
Target's level +2	Exp ×1.2
Target's level +1	Exp ×1.1
Target's level is the same	Exp ×1.0
Target's level is 1–2	Exp ×0.9
Target's level is 3–4	Exp ×0.7
Target's level is 5–6	Exp ×0.5
Target's level is 7–8	Exp ×0.3
Target's level is -9 or higher	Exp 0.1×

Check!

- The maximum level in this work is up to 99
- ● The maximum experience gained is 99 Exp
- Act with consideration for how experience is distributed
- Make use of level-up rewards

Make use of level-ups

One of the benefits of leveling up is "when you level up, HP and MP are fully restored." Even a unit that would be knocked out by one more hit can have its HP and MP fully recovered easily if it levels up at that moment.

Using this, you can move a unit that is about to level up close to a strong enemy to serve as a wall, and when it becomes dangerous, level it up to fully restore its HP and MP. This is a tactic you can use. It's worth trying in battles you're having trouble clearing.

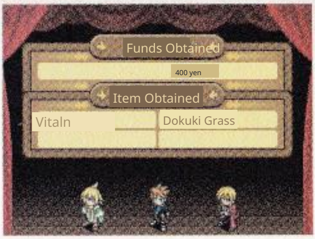
Alf with severely reduced HP and in a dangerous state. Surrounded by enemies with no hope of aid from allies, it's a desperate, do-or-die situation.

▶ If you level up at this timing, you can quickly escape a dangerous state. Choosing the timing makes it a convenient method.

Battle Record

On the “Battle Record” screen displayed after battle ends, you can check the funds and items obtained as spoils. Depending on the battle, you may acquire valuable items or spells, so be sure to carefully check the battle record information in “Scenario Walkthrough [→P.044].” The “Free Battles,” which you can attempt any number of times, are ideal for collecting spells and funds.

Make effective use of them.


Funds Obtained
400 yen
Item Obtained
Vitaln
Dokuki Grass

◀ On the Battle Record screen, in addition to the spoils, the companion units who were deployed in the battle are also displayed.

About obtained items

You can obtain up to four items per battle. However, in some battles the acquired items are chosen from more than four types. In that case, which item you obtain is determined by the selection probabilities set for that battle. Basically, the chance of getting lower-performance items is set higher, so you have to leave it to luck.

●Examples of obtainable items

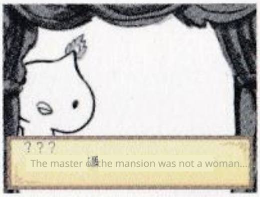
呪 言 Eryuto, Mesa, Esta,
Prox, Loga, Wies
Item: Flash Soda, Flash Extract
*Any four

◆ In this case, four items are selected from the entire list above, and the higher the item's power, the harder it is to obtain.

Evening Kopin

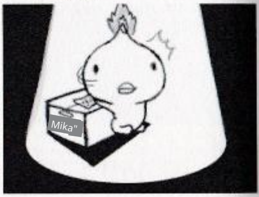
“Kopin,” a mysterious creature that suddenly appears before players who win the Chapter 3 event battle. The story narrated by his monologue is “Twilight Kopin.” This tale has nothing to do with the main storyline.

From his first appearance in Chapter 3 through Chapter 24, a total of 22 episodes are told in Kopin’s own words. On the touch panel, Kopin’s melancholic rear view appears, and touching specific spots triggers a gimmick where he turns to look at you. His expression changes each time, and sometimes he makes quite unusual faces. Humorous yet somehow wistful, the story of Twilight Kopin [→P.172] should soothe the hearts of players after battle.


? ? ?
The master of the mansion was not a woman...

▼ "Twilight Kopin" During this, Kopin's story unfolds on the upper screen. The content ranges from serious to laugh-out-loud, offering a great variety.

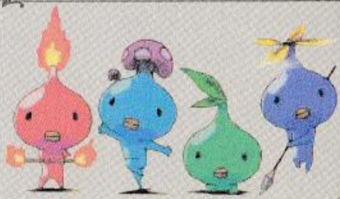
▶ If you touch a specific point, it will turn around like this. There can also be reaction points hidden in utterly unexpected places.



The mysterious creature "Kopin"

Kopin takes pleasure in serving the witch, tending to daily tasks and joining the witch in battle.

Four types of Kopin have been identified: "Hikopin," "Mikopin," "Kikopin," and "Fukopin," each colored to represent its elemental attribute. Even looking at the sole protagonist of "Twilight Kopin," the "Hikopin," reveals many traits—such as having a strap hole and stretching its body when entering water. Some say they resemble plant-like creatures, but unfortunately, details remain unknown.



Afterbreak

Here, I will explain the "Afterbreak" system that occurs after battles and also clarify the meaning of the "Philia Icon".

What is アフターブレイク

Among the comrades who took part in the battle, one is selected for a conversation event called an "After Break." Choose Alf's response to the comrade's remark from three options. As a result, a "Philia Icon" may appear above the comrade's head. This represents the comrade's level of trust toward Alf. If you successfully raise that trust, there is a system by which the comrade may give you a "gift item."

"Obtained the Mentallun."

◀ Get a present item! Some companions may give you quite valuable things.

Philia Points and Philia Icon

"The 'Philia icon' changes according to the response Alf chosen by the player, but in reality it is a mechanism that changes each time a hidden value called 'Philia points' assigned to each companion reaches a certain threshold. The number of Philia points and the changes in the Philia icon's"

● Change in Philia Points and Philia Icons

〃〃〃〃	Philia Points	Indicates Icon	Philia Points
	0 points ※	♥	14–19 points
♡	1–6 points	♥	20 points
♡	7–13 points	💙	10th conversation Ended ※

*For point-based cases, the icon is not displaye

Check!

- If Alf is the only one deployed, this does not occur
- You can choose the same companion as many times as you
- Choices appear up to the 10th time
- Pay attention to changes in the Filia icon
- Make choices that suit the companion's persona

Please check the relationships in the table below. From this you should be able to see the conditions for developing at each stage. Conversation contents for after-break with each companion and Philia points

Please refer to the "After-Break List [P.155]" for the fluctuating numerical values and present items.

Alf & Leon
Gosh gosh gosh gosh……

▲For some companions, special events may occur when certain conditions are met. Actively engage in conversations to trigger them.

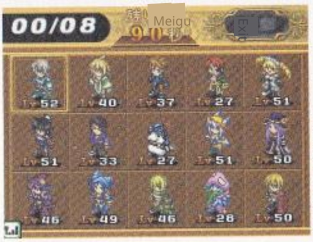
Leon
Do you really want to talk to me that much? Others want to talk to you too.

◀ After all 10 conversations have ended, from then on no matter who you speak to the same content will be repeated. It's regrettable, but you should try talking to other companions.

Wireless matches

“Wireless matches” let you compete against other players who are playing this game.
Here is an introduction to that system and its rules.

“Link battles,” which allow you to compete against rivals around the country who are playing this title, are available. To attempt these link battles, you must first clear the main scenario through Chapter 13. With save data from before that point, selecting “Link Battles” will not allow you to proceed. Two match formats and rules not found in the main game are implemented for link battles. Please learn these rules first before challenging others.



◀ Entry screen for communication battles. The screen displays a time limit, and an antenna indicating connection status is

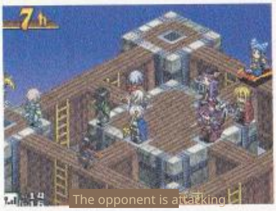
Types of Communication Battles

There are two menus prepared for communication battles. One is "Wireless Battle," which is played between nearby DS/DS Lite systems. The other is "Wi-Fi Battle," which uses the Wi-Fi Connection and allows you to compete against players who are far away.

Both modes follow the same basic rules: victory is achieved by annihilating the opponent's units. Also, because players face off against each other, a "90-second" time limit is set for each unit's action. This is intended to help matches proceed smoothly.

Wireless Battle

"Wireless Battle" uses the wireless communication function of two DS/DS Lite units to hold a match. Of the two units, one is set as the "host" and the remaining unit becomes the "client"; by connecting to the game created by the "host," you can battle. Note that no item acquisition occurs in Wireless Battle. It can be considered a mode for purely enjoying battles.



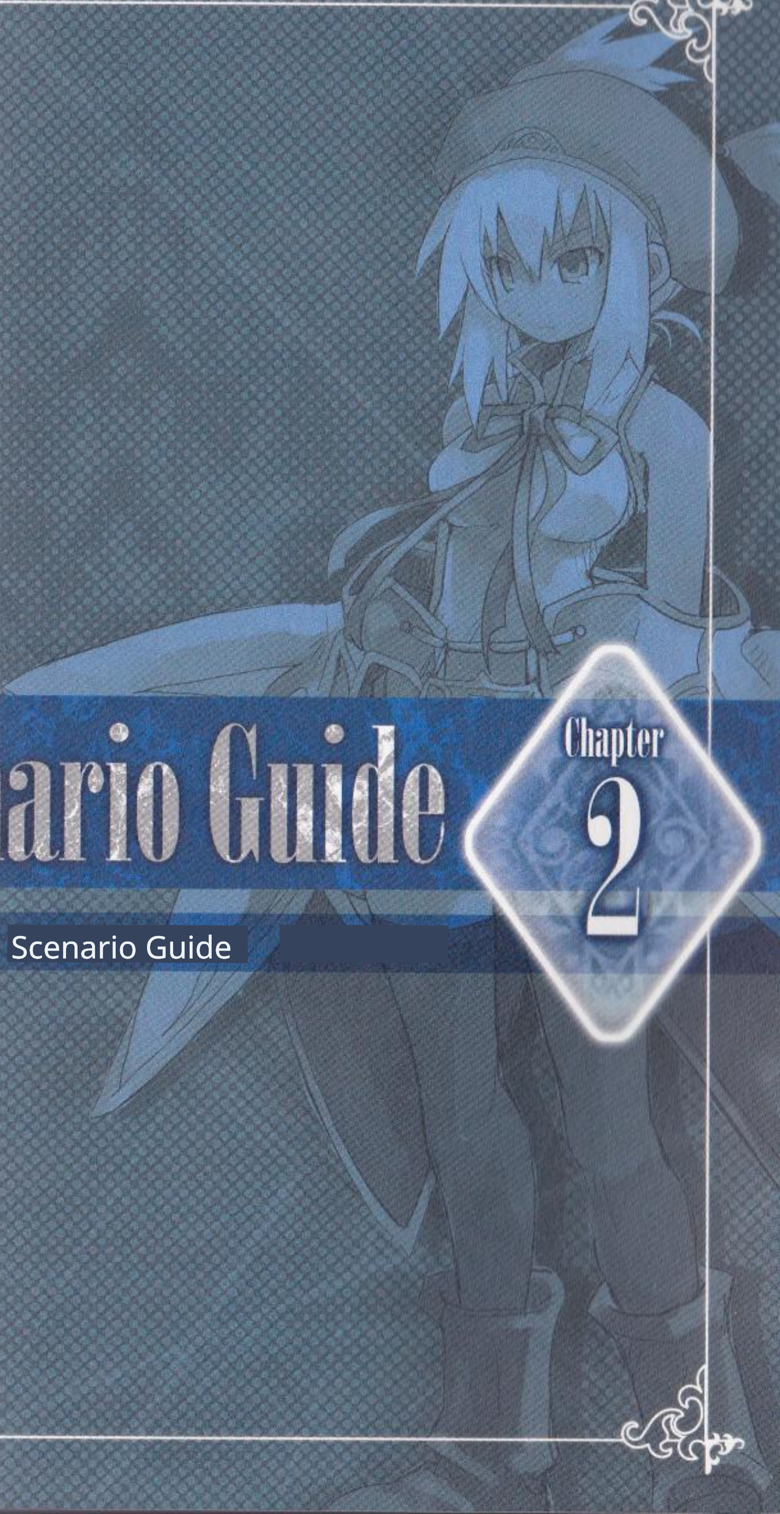
◀ In online matches, the same units often fight. Therefore, opponent units are displayed in different colors. Be sure to check carefully.

Wi-Fi Battle

The greatest feature of Wi-Fi Battle is that you can compete against "Luminous Arc" players nationwide. Two options are available here: "Battle with Friends" and "Battle with Anyone." The recommended option is "Battle with Anyone." Only in this battle mode can you receive items at the end of a match regardless of the outcome 【P.115】. Items obtained here can also be used in the main game, allowing you to enjoy matches while strengthening your own squad. Aim to acquire powerful items.

Check!

- ● You can choose from two types of online matches
- ● Learn the differences between the types
- ● Be mindful of the 90-second time limit
- ● There are no restrictions on using items



Scenario Guide

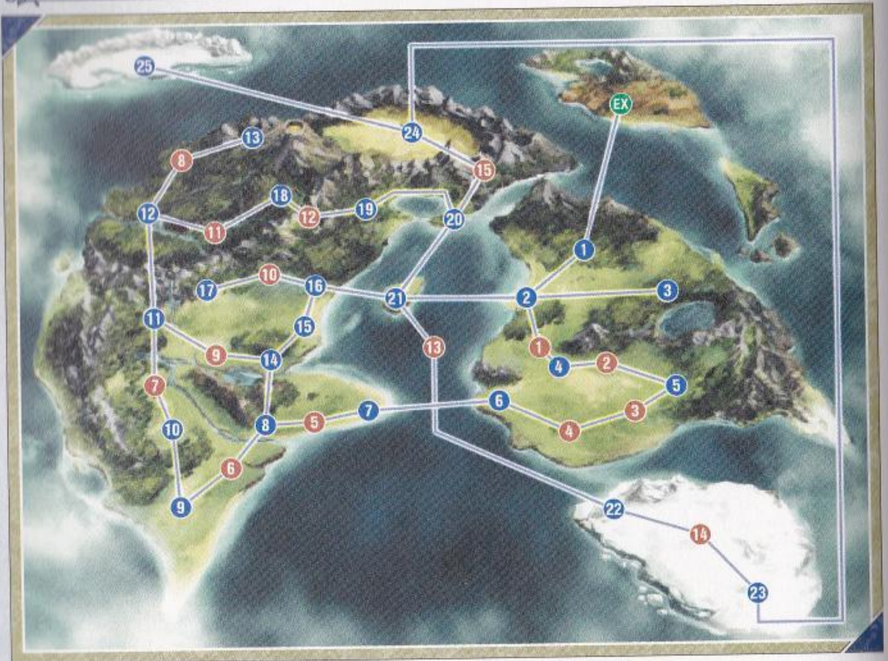
Chapter 2

Scenario Guide

World Map

This is the overall map and area maps of the game's setting, the "Straval Continent" (シュトラバール大陸). Check your current position as the game progresses.

Straval Continent World Map



● Event occurrence point

● Albein Plain 2 God's Garden Evergarden S Map ③ Pal Forest ● Upstream Town Karwi 3

Eastern Sage Branch S 6 East Continent Port Town Rigett S Map West Continent Port Town Adwest 5

● Rock Village Jema 3 Map ⑨ Workshop Village DottLover S Map 1 Magic Forest 1 Ringend Great Waterfall

Witches' Village 13 Iera Volcano Lakeside Town Sheydas S 1 Scripture City Midlasta S

Roaston Terrace Falls Parnas Statue 3 1 Forest of Oblivion ⑩ Altar of Souls 2 Saintwit Coast

Small Holy City Centrise 3 Map 2 Round Table Organization Headquarters S 2 Old Battlefield Cursegrid 21 Star's Eye Sanctuary Kanar

● Free Battle Spawn Points

● Heinz Plain 2 Rodd Mountain Path 3 Wall Plains Yuras Highway Witas Coast Liastal Bridge

● Southring River West of Iera Volcano 9 Northring River Parnas Highway Road Hidden in the Woods

Sanct Mountain Range 1 Beat Strait 1 Curse Grid Snowfield 15 Lost Desert

● Extra Dungeon ※

Mistress Ruins ※Extra dungeons appear from the second playthrough onward when using cleared data.

Indicates that a shop exists at that point. At that point you can select the library for actions. Sage Indicates that a Sage's Workshop exists

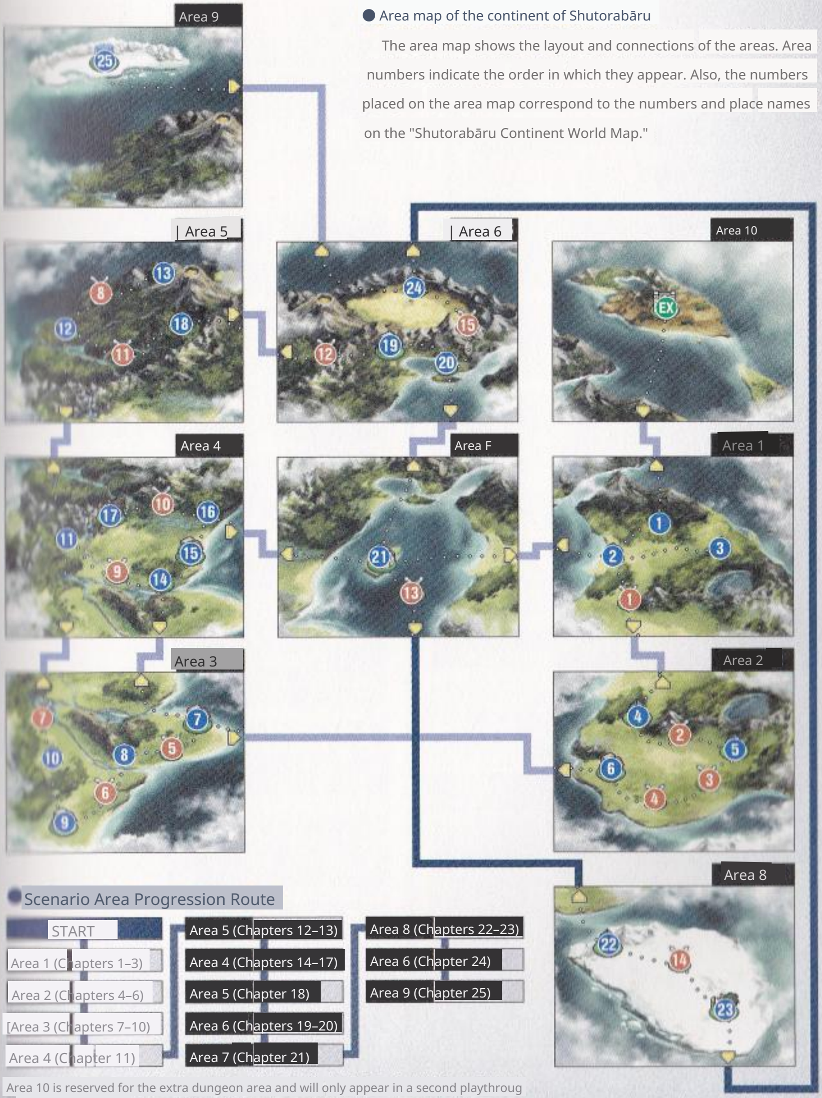
Area Map

The numbers placed on the "Strabaar Continent World Map" and the "Area Map" are the blue-numbered points where event battles occur and the red-numbered points where free battles occur. In total there are 40 points. In addition, an "Extra Dunge

The 41 points, including the green points of "ヨン", become the points that the player can move to during the game. Depending on game progress, you may enter and exit them repeatedly, so compare the two maps carefully to fully understand the progression of points and areas.

● Area map of the continent of Shutorabāru

The area map shows the layout and connections of the areas. Area numbers indicate the order in which they appear. Also, the numbers placed on the area map correspond to the numbers and place names on the "Shutorabāru Continent World Map."


Area 9
25
Area 5
13
8
12
18
11
Area 6
24
15
12
19
20
Area 10
EX
Area 4
17
10
16
11
15
9
14
Area F
21
13
Area 1
1
2
3
1
Area 3
7
10
8
5
6
9
Area 2
4
2
5
6
3
4
Area 8
22
14
23

Scenario Area Progression Route

- START
- Area 1 (Chapters 1–3)
- Area 2 (Chapters 4–6)
- Area 3 (Chapters 7–10)
- Area 4 (Chapter 11)
- Area 5 (Chapters 12–13)
- Area 4 (Chapters 14–17)
- Area 5 (Chapter 18)
- Area 6 (Chapters 19–20)
- Area 7 (Chapter 21)
- Area 8 (Chapters 22–23)
- Area 6 (Chapter 24)
- Area 9 (Chapter 25)

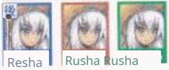
Area 10 is reserved for the extra dungeon area and will only appear in a second playthrough using cleared game data.

Scenario Flowchart!

The flow from start to clear is presented in a flowchart format. It also introduces the flags required for the occurrence of sub-scenarios.

The flowchart also lists units that join or leave as the game progresses and units that join as spot participants. Because there are units like Rusha that repeatedly join and leave, please use this to check exactly when their joining and leaving occur.

How to read icon colors



[Join
Post-battle icon
Withdrawal Spot
Join battle

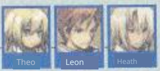
Icon

Sub-scenario
Main unit

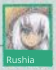
Shop Library
Shop

Indicates that these facilities exist at the points shown in red.

The Garden of the Gods
Albein Plains — p.0
45 Shop



Chapter 2
Chapter: The Girl in a W
God's Garden: Evergarden
P.046 Shop Library



Chapter 3
☐ Witch Subjugatio
Val Forest
P.047 [Shop [

Free 1 Heinz Plains P.048
Battle

Chapter 4
Chapter The Witch of C
Kāwī, Riverside Town
P.049 Shop Library

Free 2 Rod Mountain Path P.050
Battle

Chapter 5
Chapter Departu
Eastern Sages Branch
P.051 [Shop Library

Free 3 Wall Plain P.052
Battle

Free 4 Yuras Highway P.053
Battle

Chapter 6
pter: Reunion
Rijet, a port town on the Eastern Continent
P.054 Shop Library

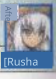
Chapter 7
The Man of Rumor
Adwest, a port town on the Western Continent
P.055 [Shop Library

Free 5 Whitas Coast P.056
Battle

Chapter 8
Mark: Inciden
Rock Village Jema
P.057 Shop Library

Free 6 Liastahl Bridge P.058
Battle

Chapter 9
The Flame Ston
Workshop Village Dottorubber
P.059 [Shop [Library]



Chapter 10
Enchanted Forest
P.060 | Shop

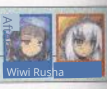
Subscenario Episode 8 Priest P.097

[Conditions:
Occurs when entering the "Garden of God Evergarden" during Chapters 10–11

Free 7 South Ring River P.061
"Battle

Chapter 11
Chapter Holy Judgmen
— Great Waterfall of Ring End
P.062 [Shop

Chapter 12
Chapter: The Fores
12: The Witc
P.063 Shop Library



Free 8 West of Mount Yela P.064
Battle

Chapter 13
Dragon and Witch
Mount Yela -
P.065 1 Shop Library Rusha Mav

After
After
Poron

Free 9 Northling River P.066
Battle

Taboo
City of Time, Sheidasu
P.067 Shop Library]

Breakup
15 Midlaster, the City of Scripture
P.069 Shop Library

Straying
Roston Terrace-
P.070 Shop

Rushia
Leon

Subscenario Episode 6 Hakuryoku P.094

Condition:
Occurs after completing Chapter 16 or later: after talking with Mav in the eastern continent port town Rijet, enter the Bal Forest

Subscenario Episode 7 Floating Clouds P.095

Condition:
Occurs after Chapter 16 is finished: after talking with Wiwu in the workshop village Dotlover and then entering the Magic Forest

(CV: Masaya Kurata)

Free Battle 10 Parnassus Road P.071

Heartbeat
The Statue of Parnassus I
P.072 [Shop Library

Clare [Rusha

Dor 11 Path Buried in Trees P.073

Angel's Descent
Forest of Ten Kyo 1
P.074 Shop Library

Rally 12 Sanct Mountain Range Battle P.075

Altar of Souls
10 Altar of Souls
P.076 Shop Library

Subscenario Episode 4 Little Flower

Condition:
Occurs after Chapter 19: after speaking with Heath in the scripture town Midrasta and then entering the Riestal Bridge. This subscenario is the only one where no battle takes place.

Lion's Emblem
[20 Sentwit Coast 1
P.077 Shop Hall

Sword Saint Eclipse
21 Centralize
P.078 Shop Library

Sub-scenario Chapter 1 Epicurean Delights P.090

Condition:
After completing Chapter 21, this occurs when, in the riverside town of Kawi, you talk with the shop clerk of the village house and then enter the Rod Mountain Path.

Subscenario Episode 2 Severance P.091

Condition:
Occurs after Chapter 21 has concluded — when, after talking with the knight order members at the Eastern Sages' Branch, you enter the Wall Plains

Subscenario No. 3 Judgment P.092

Conditions
Occurs after completing Chapter 21, upon entering "Vitas Coast"

Subscenario Episode 5 Ngemuge P.093

Condition:
Occurs after completing Chapter 21 or later: after talking with Poron in the Witch Village, enter the west side of Mount Yera

Subscenario Episode 10 Shudder! The Luminous Corps! P.099

Condition:
After clearing Chapter 21
Occurs when entering the Ra Road during Chapter 22

Heath, Leon, Kai
Mavi, Poron

Free Battle 13 Beat Strait P.081

Chapter: The Round Table Organization
22 Round Table Organization Headquarters
P.082 Shop Library

Subscenario Episode 11 Rensei's Life P.100

Condition:
Occurs after completing Chapter 22: when you speak with the woman who came to pray at the "Statue of Parnassus" and then enter the "Ringend Main St

Free Battle 14 Cursegrid Snowfield P.083

Chapter: Kami no Mayu
23 Ancient Battlefield: Curse Grid
P.084 "Shop"

Subscenario Episode 9 Grudge P.098

Condition:
After completing Chapter 23, speak with the young man in the lakeside town of Sheydal. It occurs when you enter the Sentwit Coast after talking to the town youth in the lakeside town

Free Battle 15 Lost Desert P.085

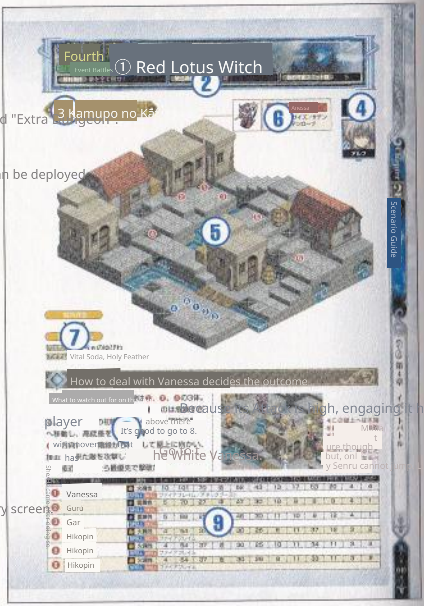
Chapter The Star's Hollow
24 Uro of the Stars
P.086 [Shop Library

Pearlescent
25 Sanctuary Canal
P.087 [Shop Library

Scenario Walkthrough

In the "Scenario Walkthrough," each chapter's battle maps, detailed data, and攻略アドバイス are provided. All battles are fully covered.

How to Approach Scenario Walkthroughs



(1) Title

The title of the chapter is shown. It also clearly indicates the type of each battle and the chapter number. The battle types are categorized into four kinds: "Event Battle", "Free Battle", "Sub-Scenario Battle", and "Extra

(2) Map Informatio

Map victory and defeat conditions, and the maximum number of units that can be deployed indicated.

3 Map Name

Place names where battles occur. The numbers and the colors of the numbers correspond to the world map [→P.040].

④ Forced Participation Units

Graphics and names of members who will always deploy. If [S] is shown at the end of a name, it indicates a spot-participation unit that only joins the party for battles on that map. The alphabet displayed at the lower-left of the graphic corresponds to the alphabet of the ally's initial placement shown on the map.

(5) Battle Map

Overview of the map. Initial placements of enemies and allies are shown: enemies with red numbers and allies with blue letters or numbers. Alphabets are not shown on maps that have no forced-participation units. The numbering for allies corresponds to the order chosen on the entry screen.

● About enemy placements on certain maps

Enemies that appear on the two types of battle maps, "Free Battle" and "Extra Dungeon," have initial placements that change each time you challenge them and are randomly assigned among the numbers displayed on the map. For this reason, the enemy unit data listed for these two map types consolidate the numbered displays into a single listing.

⑥ Enemy Flash Drive / Equipment Information

Indicates units that use Flash Drives or have weapons or armor equipped. denotes a Flash Drive, denotes an equipped item. The page number links to the page where the Flash Drive's effects and ranges are described. The number shown before a name corresponds to the placement number on the map.

⑦ Battle Record Information

Shows the funds and items obtainable when victorious in battle. The currency unit for funds is R (Riko). Some maps may have four or more obtainable items set. In such cases, obtainable items are determined according to a prescribed rule. Also, certain maps use special notations; these are explained below.

100% indicates that this item can always be obtained on that map. You will randomly acquire the specified number of items from 1–4 possible items. This denotes that items will be determined. If this notation appears for each item type or for several items, it means that the specified number of items will be selected from among them. Also, the same item may be selected multiple times.

⑧Combat Advice

Main points and cautions of combat. Information on preparations you should make in advance is provided.

⑨Enemy Unit Data

Detailed information on enemy units that appear.

No. Unit number. Corresponds to the placement number on the battle m

Also, in the combat advice the enemies are indicated by this number.

Name: Unit name. Major enemy units in the story are given names, while generic enemy units list their class name. Indicates the attribute of elemental units.

Status: Lists the unit's status values. Lv. = unit level. HP = enemy unit's HP. MP = enemy unit's MP. Type = classifies the unit's normal attack into four types. Melee = close-range attack type; Mid = mid-range attack type; Ranged = long-range attack type; Special = special attack type that strikes all adjacent surrounding squares, including diagonal directions. Base Status: the enemy unit's individual status values. These are abbreviated as Attack = ATK, Guard = GRD, Speed = SPD, Technique = TEC, Magic = MGC, Resist = RES, Move = MOV, Jump = JMP, with the status names shortened accordingly.

SPELL / SKILL Names of the magic spells and skills used by enemy units. Note: names shown in blue text indicate magic, while names shown in r

Chapter 1 Seat 21: Garden of the Gods

Event Battles

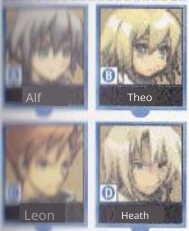
Objective: Defeat all enemies!

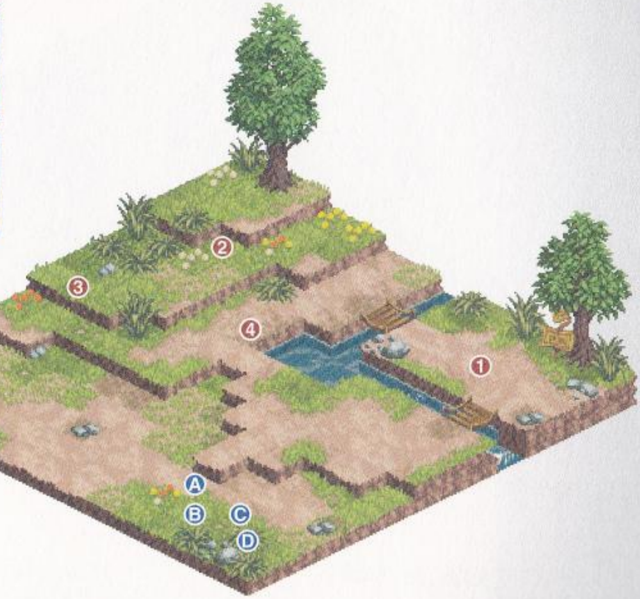
Failure Condition: All allied units are defeated

Number of Units That Can Participate 4

① Albein Plains

Participating Units





Funds Obtained

400

Item

Vitalun, Dokukie Grass

※ After Break does not occur on this map.

Use Heath as a shield to let Alf and the others grow

The enemy count is small in the first battle, making it easy to fight. Since you also have a powerful ally named Heath, focus on leveling up Alrateo and Leon here. To prevent enemy counterattacks, first advance the high-guard Heath to draw enemy attacks, and then have Alf and the others attack from behind. If you change which unit delivers the finishing blow each time, you can efficiently gain experience.

◀ Heath leaves in Chapter 5, so you don't need to give him experience. Let Alf and the others handle the attacks on their own.

None	Name	Attributes	Lv. HP MP		タイプ	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
❶	Minotaur	Wood element		18 Melee 25 15 7					9	6	4	3	2
		SPELL SKILL —											
❷	Minotaur	Wood Attribute 1	60	18 Melee 25			15	6	9	6	4	3	2
		SPELL SKILL —											
❸	Cockatrice	Wood Attribute 3	73	21 Melee 30			19	8	10	9	7	4	3
		SPELL SKILL —											
❹	Cockatrice	☐ Wood attribute 2	66	19 Melee		28	17	7	9	9	7	4	3
		SPELL SKILL —											

第 Chapter 2: The Girl in White

Event Battle

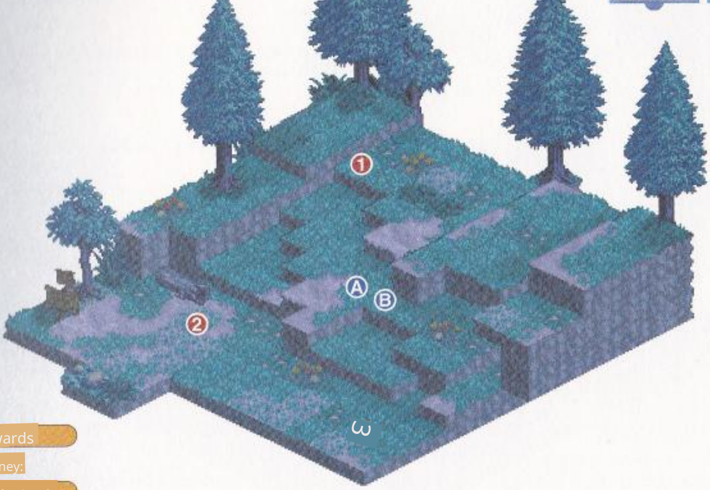
Victory condition: Defeat all enemies!

Failure Condition: All allied units are defeated

Number of Units That Can Participate 2

② Garden of the Gods: Evergarden

Forced-Participation Unit



Rewards

Money:

Item Obtained

Items: Vitalun, Dokukie Herb, Yokumie Herb

※ After Break does not occur on this map.

Move Rusha skillfully to defeat the enemies.

Among the appearing enemies, the troublesome one is the Behemoth. Because its Attack is high, Alf will take considerable damage if attacked. First, take down this enemy. Rusha, who joins as a spot participant, is a powerful level-5 unit, but she will leave immediately after the battle ends. It would be a waste of experience if Rusha defeats enemies, so be sure to have Rusha → Alf attack enemies in that order.

▶ As you head toward the Behemoth, two Cerberi will approach from behind, but they are not such formidable foes. Deal with them after defeating the Behemoth.

▶ Rusha is unfazed by the Cerberi's attacks. If used as bait and takes the hits, Alf may be able to get through even if he is in a dangerous state.

No.	Name	Attributes	Lv.	HP	MP	Type	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
①	Behemoth	Lightning Attribute	4	46	24	中	31	24	9	11	10	8	3	1
		SPELL SKILL —												
②	Cerberus	Fire attribute	2	38	19	Melee	27	17	7	9	9	7	4	2
		SPELL SKILL —												
③	Cerberus	Fire attribute	2	42	19	近	28	16	8	9	9	7	4	2
		SPELL SKILL —												

Chapter 3: Witch Subjugation

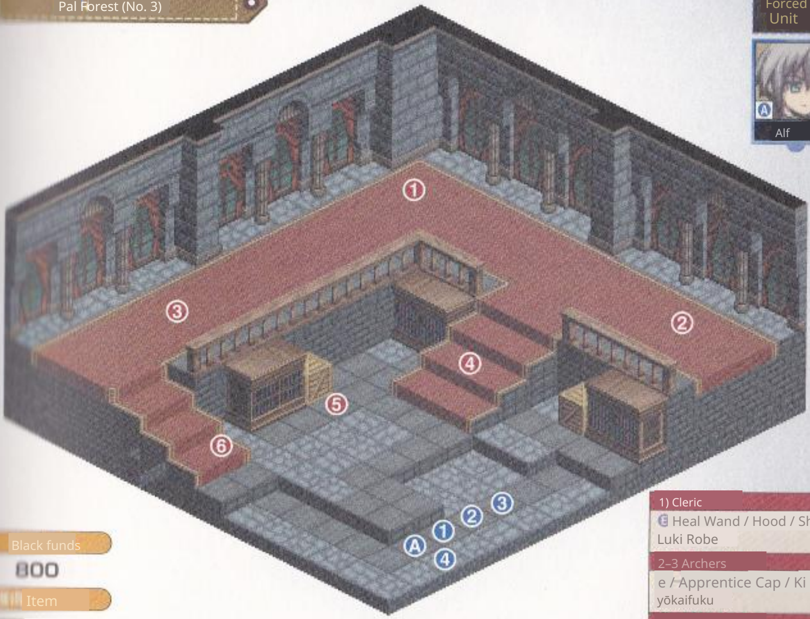
Event Battles

Defeat all enemies!

Failure Condition: All allied units are defeated

Number of Units That Can Participate

Pal Forest (No. 3)



Forced participation Unit

1) Cleric
Ⓔ Heal Wand / Hood / Shi
Luki Robe

2–3 Archers
e / Apprentice Cap / Ki
yōkaifuku

06 Fighter
1 Broadsword / Leather He
lmet Leather Armor

Black funds
800

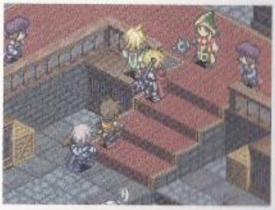
Item
Cloth Mantle
Vitalun, Holy Feather

How to defeat the archers is the key

About half of them are positioned on high ground. In particular, when you approach the two archers they will unilaterally launch ranged attacks, so when fighting ~6 you must also pay attention to the distance from the archers. After defeating ~6, climb the stairs to ward 2 and defeat the remaining enemies. Use healing magic on the archers at that time.

❶

It is easier if you defeat them before that.



◀ Even here, Heath, with his high defense, should be reliable. Have him protect his allies as a shield bearer, and when climbing stairs, move him at the front.

	Name	Elem HP Type	GRD	SPD	TEC	MGC	RES	MOV	JMP
❶	Cleric Arch	Water 5 70 37 Melee 28 SPELL SKILL Cure/Aqua	20	13	12	30	14	3	3
❷	er Archer Fi	Wind 360 28 Ranged 29 SPELL SKILL -	15	11	13	11	8	3	2
❸	ghter Fight	Wind attribute 3 63 21 Speed 29 SPELL SKILL -	16	8	12	9	7	3	2
❹	er	Wood attribute 66 19 Melee 29 16 SPELL SKILL —		8	9	9	7	4	3
❺		Wood attribute 3 73 21 Near 30 SPELL SKILL —	19	8	10	9	7	4	3
	① Fighter	Wood attribute 4 85 24 Near 36 SPELL SKILL —	22	9	11	10	8	4	3

Chapter 3 Free Battle 1

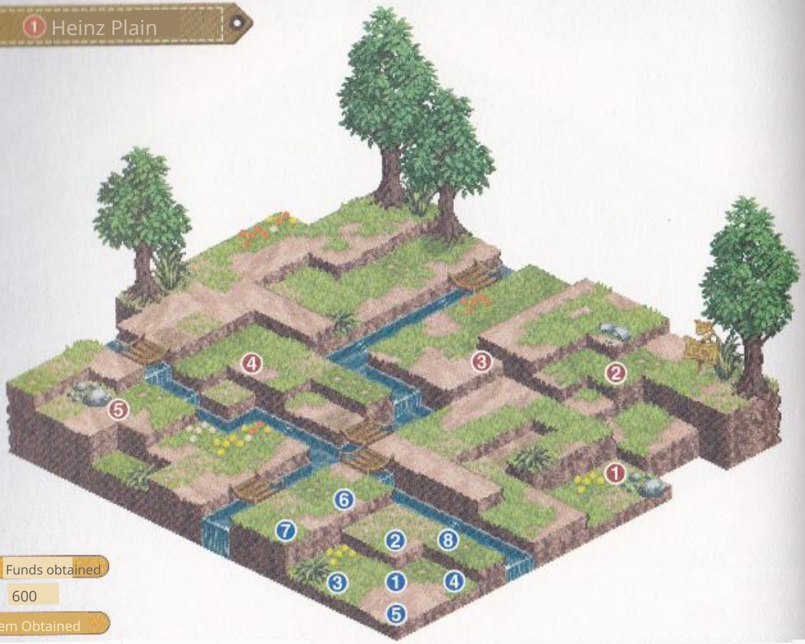
Free Battle

Victory condition: Defeat all enemies!

Failure Condition: All allied units are defeated

Number of possible participating units: 5–8

① Heinz Plain



Funds obtained

600

Item Obtained

Items: Vitalun, Dokukie Herb, Yokumie Herb

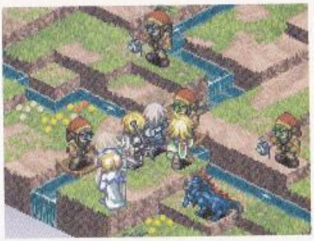
※Any two of them

※On this map, enemy placements are not fixed, and change each time you engage in battle.

Use the terrain to ambush the enemy

The player's initial deployment is on a spot surrounded by a river, with enemies positioned outside of it. Advancing outward toward the enemies puts you at a disadvantage, so cluster together just before the two bridges that lead outward and await the enemy, dealing with them one by one. Although some enemies are stationed away from the battlefield and will jump the river to come around, don't panic—use idle units to

Just迎え撃って倒してしまえばいい。



◀ Arranging your forces like this makes the fight easier. Cecil is dangerous when he takes hits, so

No.	Nam	Attributes	Lv.	HP	MP	ATK		GRD	SPD	TEC	MGC	RES	MOV	JMP
	Cerberus	Fire attribute SPELL SKILL —	4	70	20 Melee 33			19	7	10	9	7	4	3
①	Goblin	Tomoe Wind SPELL SKILL —	4	67	近 20		35	16	8	9	9	7	4	3
∫	Goblin	Wind Attribute SPELL SKILL —	3	68	19	Near	34	17	7	9	9	7	4	3
6 Hobgoblins		Wind Attribute SPELL SKILL —	4	64	18	Near 32		19	6	8	9	7	4	3
	Hobgoblin	Wind Attribute SPELL SKILL —	3	66	20 near 33			15	7	10	9	7	4	3

Chapter 4

Event Battles

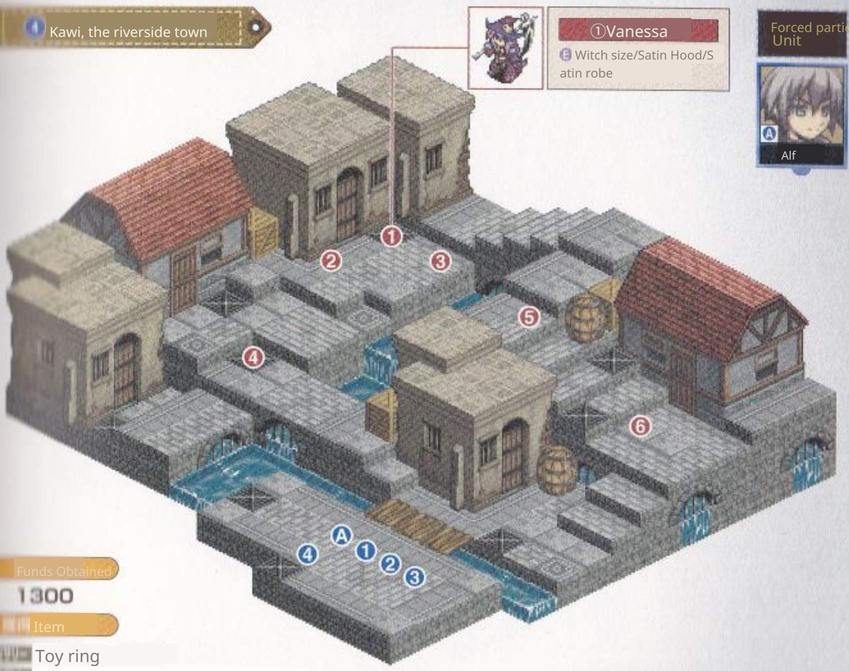
Red Lotus Witch

Defeat all enemies!

Failure Condition: All allied units are defeated

Number of Units That Can Participate

Kawi, the riverside town



①Vanessa

Witch size/Satin Hood/Satin robe

Forced participation Unit

Alf

Funds Obtained

1300

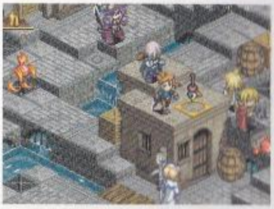
Item

Toy ring

Vital Soda, Holy Feather

How to deal with Vanessa decides the outcome

The enemies to watch out for on this map are the three at positions 2 and 3. They have high Attack, so confronting them head-on is far too dangerous. There is a rooftop on a building near the player's starting position. Move and use the height differences to fight. From the stairs toward the direction of , move up to the rooftop, and attack enemies as they approach. Vanet (No. 1) must be taken down as the highest priority when he approaches.



You can also reach this rooftop by using the wooden box as a stepping platform to move up, but Cecil alone does not have enough jump to climb it. Try to go around from th

	Name	Element	Lv.	HP	MP		タイプ	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
❶	Vanessa	Fire		101			近	52	43	13	17	53	20	4	4
		SPELL SKILL Fire Flame / Attack Boost													
❷	Guru	Thunde	5	70	27		Medium 47		30	12	9	9	9	4	1
		SPELL SKILL —													
❸	Gar	When attribute 5		68		25 of 46			30	11	10	9	12	4	1
		SPELL SKILL —													
❹	Hikopin	Fire attribute 4 54				37 Close		30	26	8	11	37	12	3	2
		SPELL SKIE Fire Flame													
❺	Hikopin	Fire attribute 4		54 37 Close 30					25	10	11	34	11	3	2
		SPELL SKILL Fire Flame													
❻	Hikopin	Fire attribute 4		54 37 Close 30					26	9	11	33	11	3	2
		SPELL SKILL Fire Flame													

Chapter 4 Free Battle 2

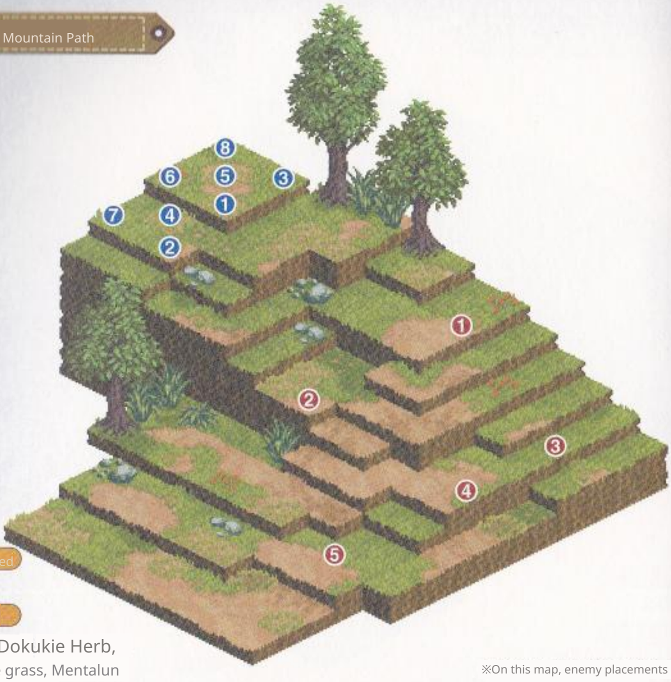
Free Battle

Defeat all enemies!

Failure Condition: All allied units are defeated

Number of possible participating units: 5-8

② Rod Mountain Path



Funds Obtained

800

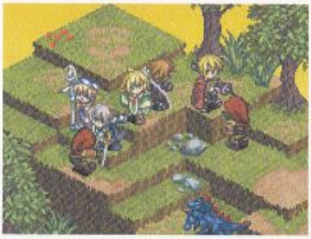
Item Obtained

Items Vitalun, Dokukie Herb,
Yokumie grass, Mentalun
*Any two of them

※On this map, enemy placements are not fixed, and change each time you engage in battle.

Let's master the use of elevation on this map

Because the player's initial positions are on higher ground, this map allows you to fight with an early advantage. Move everyone up to the edge of the ledge, and when enemies approach, have your ranged units deal damage. After that, finish off weakened enemies. Some enemies will try to flee to the edge of the map when their HP gets low; those enemies can safely be left alone. Make sure to defeat them last.



Arrange your units in a horizontal line to obstruct enemy movements when they approach, so you can fight more easily.

No.	Name	Attributes	Lv.	HP	MP	Type	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
	Hobgoblin	Wind SPELL SKILL —	5	64	37	Melee	41	26	7	11	15	12	3	2
①	Hobgoblin	Wind SPELL SKILL —	6	80	27	Melee	45	27	12	9	9	9	4	2
⟆	Lizardman	△ Water attribute SPELL SKILL-	5	64	37	Melee	42	26	8	11	15	12	3	2
6	Lizardman	Water attribute SPELL SKILL —	7	80	27	Melee	46	30	11	9	9	9	4	2
	Cerberus	△ Fire attribute SPELL SKILL —	6	75	27	Melee	44	28	13	9	9	9	4	2

Chapter 5

Event Battles

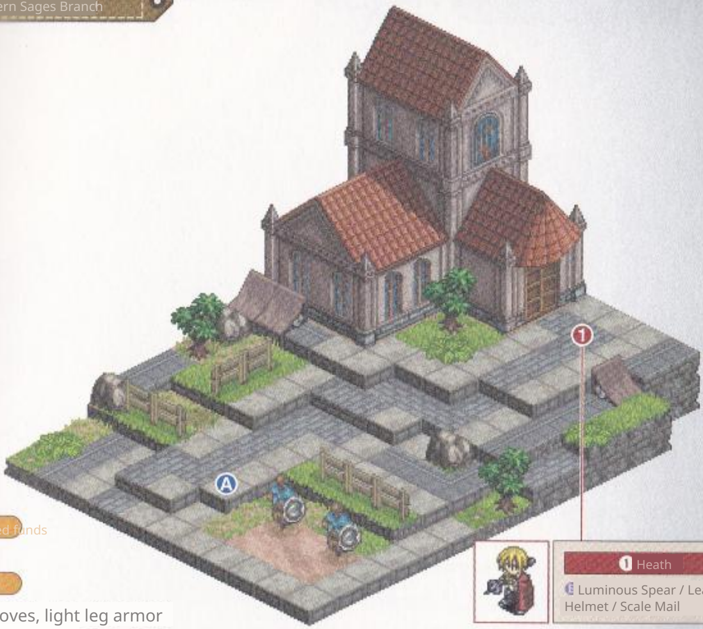
Departure

Defeat all enemies!

Failure Condition: All allied units are defeated

Number of Units That Can Participate

Eastern Sages Branch



① Heath

Luminous Spear / Leather Helmet / Scale Mail

※ After Break does not occur on this map.

Carry obtained funds

1400

Item

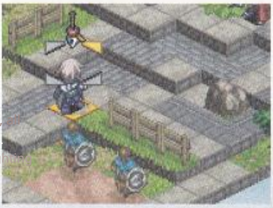
Cloth gloves, light leg armor

Flash Soda

Use skills skillfully to seize victory

In this battle it becomes a one-on-one duel between Alf and Heath. Heath is a formidable enemy at level 10, but if Alf uses the skill "Hama Gun Technique Type 1" he can defeat him with almost no damage. The method is: on the first action, move Alf forward two steps. Doing so brings Heath just within the range of "Hama Gun Technique Type 1".

Therefore, after attacking, if you keep a distance of four or more tiles from Heath, his attacks will no longer reach Alf. You can do the same on the next and the following turns, so with this method you can continue attacking one-sidedly. Once you have cornered Heath like this, finish him off with a normal attack.



▶ The initial standby position is this spot. After you strike Heath, fall back to the rea

I think it's a way of figh

It may be so, but this is also a tactic.

Alf

All right. Now that it's decided,
let's set out to find the Crimson Witch!

▶ After the battle, Heath leaves the party. At the same time, Alf and the others receive orders to hunt down the witch. A new adventure begins.

No.	Name	Element	Lv.	HP	MP	タイプ	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
①	Heath	Thunder element	10	89	52	中	58	45	18	19	22	16	4	3
		SPELL SKILL	—											

225 Chapter 5 Chapter Free Battle 3

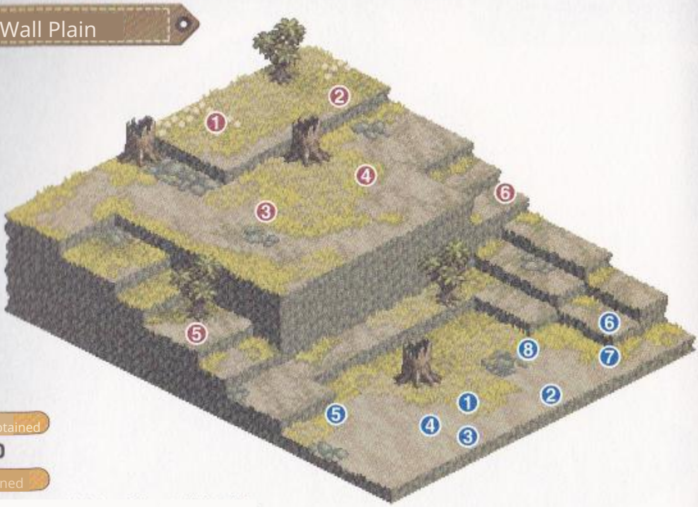
Free Battle

Victory Condition: Defeat all enemies!

Defeat Condition: All alli

Number of Participating Units: 4–8

③ Wall Plain



Funds Obtained

1200

Item Obtained

Items: Vitalin, Dokukie Grass, Megasame Grass,
Yokumie Grass, Vital Soda, Holy Feather
*Any three of the above

※On this map, enemy placements are not fixed, and change each time you engage in battle.

Spread out the enemies and aim to defeat them one by one

This map places the player's starting positions lower than the enemies, so it's best to advance along one of the upward paths while defeating foes. Doing so causes the enemies to split into two groups as they move, allowing you to avoid facing many enemies at once.

The enemies ahead will attack from higher ground, but you can repel them using ranged attack skills and healing magic. Once you wipe out one group, move on to the remaining enemies.

▶ One of the two split enemy groups will move as if chasing the player from behind. Because you can fight them from advantageous positions even when approached, you should not have much difficulty.

▶ Around this point allied units should begin to learn Flash Drive. Cecil's Flash Drive will be reliable in the early stages.

No.	Name	Attributes	Lv.	HP	MP A	タイプ	TEC				MGC	RES	MOV	JMP
❶ ∫ ❻	Minoppi	Wood attribute SPELL SKILL —	8	90	36	Melee	52	39	11	15	17	13	3	2
	Minoppi	Wood Attribute SPELL SKILL —	9	93	41	near	55	42	12	16	18	14	3	2
	Triheads	- Water attri SPELL SKILL —	8	98	36	near	51	39	10	15	17	13	4	3
	Triheads	Gate Water Attribute SPELL SKILL —	8	92	36	Close	51	39	11	14	17	13	4	3
	Cockatrice	Wood attribute SPELL SKILL —	9	89	41	Close	54	42	13	16	18	14	3	2
	Cockatrice	Wood Attribute SPELL SKILL —	9	91	41	Close	54	42	12	17	18	14	3	2

Chapter 5 Free Battle 4

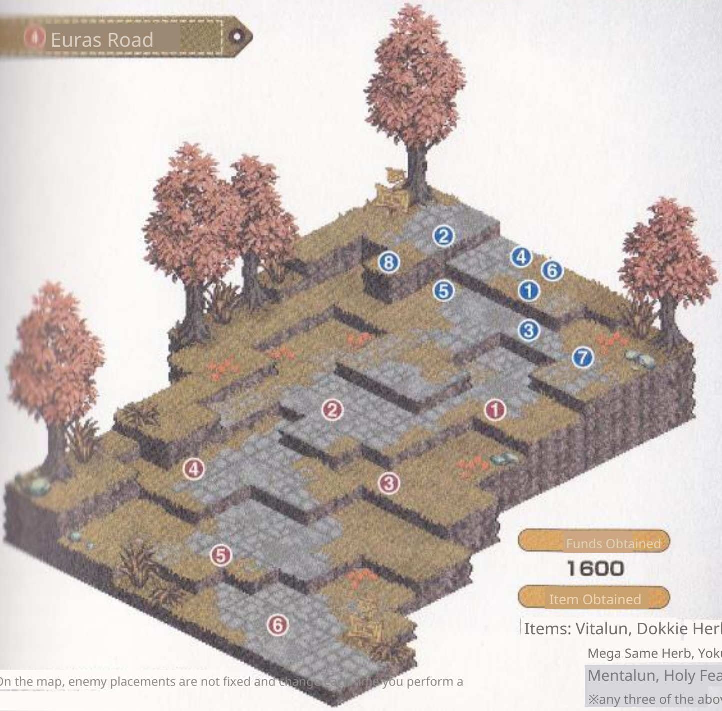
Free Battle

Defeat all enemies!

Defeat Condition: All allied units are defeated

Number of Units That Can Participate 4～8

④ Euras Road



Funds Obtained

1600

Item Obtained

Items: Vitalun, Dokkie Herb,
Mega Same Herb, Yokumie Herb,
Mentalun, Holy Feather
※any three of the above

On the map, enemy placements are not fixed and change each time you perform a
.

• Use focused attacks to reliably defeat enemies

On maps with many high-attack enemies, you can take significant damage from a single blow. If you take time to finish off one enemy, reinforcements will join the battle, making the situation very dangerous. Before you are surrounded by many foes, pick one target and concentrate your attacks. If you quickly defeat the enemy marked ①~③, the rest will be easier. Then, continue to reliably take down the remaining enemies one by one.

◀ Enemies will also concentrate their attacks on a single allied unit. To avoid them being incapacitated, be sure to heal immediately after taking damage.

	Name	Attributes	Lv.	HP	MP	Type	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
① ～ ⑥	Thief	Fire element SPELL SKILL —	10	98	48	Melee	63	41	13	17	19	16	4	2
	Thief	☐ Fire attr SPELL SKILL —	9	96	41	Melee	59	42	12	16	18	14	4	2
	Thief	o Fire element 10 SPELL SKILL —			48	Melee	62	43	14	16	19	16	4	3
	Thief	Fire elem SPELL SKILL —	9	100	41	Near	61	42	12	16	18	14	3	2
	Bandit	8 Fire attribute SPELL SKILL —	9	92	43	Far	56	42	14	19	18	14	3	3
	Bandit	Fire attribute SPELL SKILL —	8	94	36	Far	54	39	11	17	17	13	3	3

Chapter 6

Event Battles

Reunion

Victory Condition: Defeat all enemies!

Failure Condition: All all

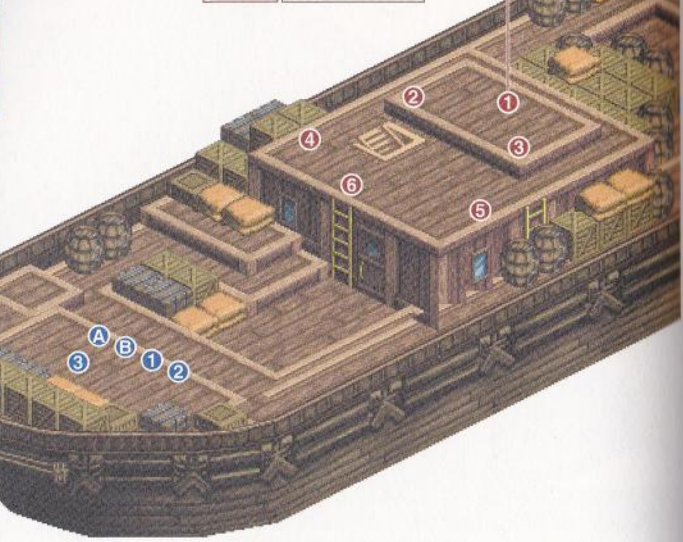
Number of deployable units: 5

⑥ Rijet, a port town on the Eastern Continent

Forced-Participation Unit

① Mel

Leaf/Silky Hood/Coat



Funds Obtained

1800

Item Obtained

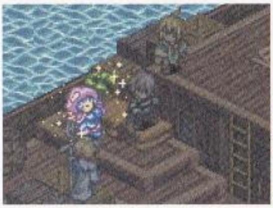
Accessory Charm

Items Flash Soda, Mental Soda

Beware of enemy magical attacks

Because all enemies have learned water-element magic, advancing forward will cause you to be hit repeatedly by magic attacks. Move everyone forward to the barrels located on the left side of the starting positions. When you do, the enemies will advance separately, allowing you to concentrate on fighting a smaller number of foes. The ● Mel does not approach easily, so defeat it last.

It does not approach easily, so defeat it last.



Mel uses powerful water-element magic, so if Leon (fire element) is hit, he can be placed in a dangerous state. Be cautious when attacking Mel with Leon.

No.	Name	Attributes	Lv.	HP	MP	Type	ATK		GRD	SPD	TEC	MGC	RES	MOV	JMP
①	Mel	Circle Water SPELL SKILL Cure/Aqua/Curer	15	180	152	Melee	54	46		13	21	98	48	3	2
②	Mikopin	Circle Water element SPELL SKILL Cure/Aqua	11	106	82	Melee	52		40	12	18	50	25	4	3
③	Mikopin	Water attribute SPELL SKILL Cure/Aqua	10	108	70	Melee	50		44	11	16	56	22	4	3
1.	Mikopin	5 Water attribute SPELL SKILL Cure/Aqua	10	104	76	Melee	51		46	9	18	57	22	4	3
⑤	Mikopin	Gate Water attribute SPELL SKILL Cure/Aqua	10	107	68	近		48	43	10	17	58	22	4	3
⑥	Mikopin	Gate Water Attribute SPELL SKILL Cure/Aqua	10	105	69	Melee		49	42	8	19	55	22	4	3

Chapter 7: The Rumpred Man

Event Battle

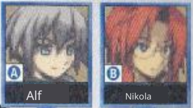
Victory condition: Defeat all enemies!

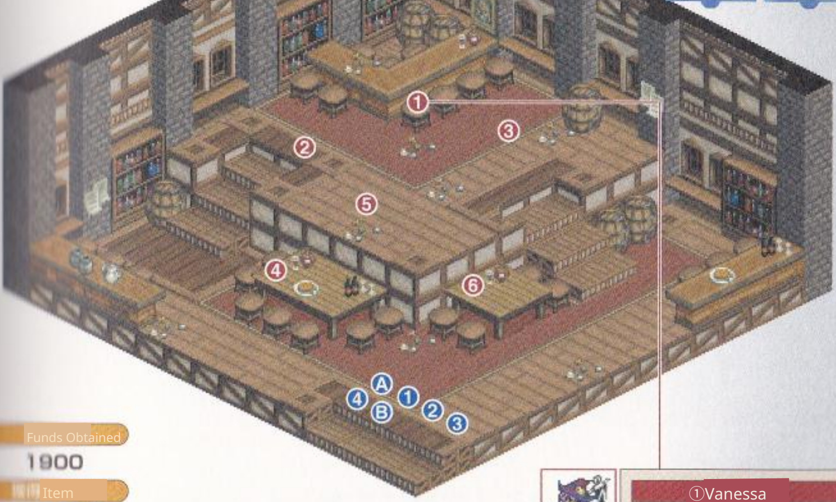
"Defeat condition: All allies defeated"

Number of Units That Can Participate

Adwest, a port town on the Western Continent

Forced-Participation Unit





①Vanessa

Curse Scythe / Silky Hood / Silky Coat / Ruby Bracelet

Funds Obtained

1900

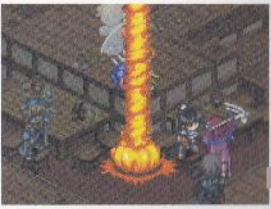
Item

Rupee Ring, Ruby Bracelet, Rune Choker

Flash Soda

Vanessa again. Beware of area-of-effect attack magic.

Powerful enemies are evenly distributed. The three enemies from 1~ have attacks that deal damage to multiple targets, so advancing recklessly is dangerous. At the very start, use Saki as bait and advance to the left to lure enemies in that direction — this fighting method is safe and effect While buying time this way, first defeat Hikopin and the others, and then take your time to confront the remaining enemies.



When attacking Vanessa, avoid clustering allied units. If hit by the fire-element magic "Heat Storm", a single strike can put you in a dangerous state.

	Name	Element	Lv.	HP	MP	Type	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
①	Vanessa	Fire	17	212	160	Melee	62	64	21	27	90	40	4	4
	SPELLS SKILLS Fire Flame / Attack Boost / Guard Fall / Heat Storm													
①	Gar	Thunder	14	129	69	Mid	67	58	19	23	44	18	4	3
	SPELL SKILL —													
	Guru	Thunder	14	128	69	Medium	66	58	18	22	44	18	4	3
	SPELL SKILL —													
	Hikopin	Fire attribute	13	130	65	Close	50	48	17	21	66	28	3	2
	SPELL SKILL Fire Flame													
	Hikopin	Fire attribute	13	121	65	Close	52	47	17	21	65	28	3	2
	SPELL SKILL Fire Flame													
	Hikopin	Fire attribute	13	132	65	Close	51	46	16	20	67	28	3	2
	[SPELL SKILL Fire Flame													

Chapter 7 Free Battle 5

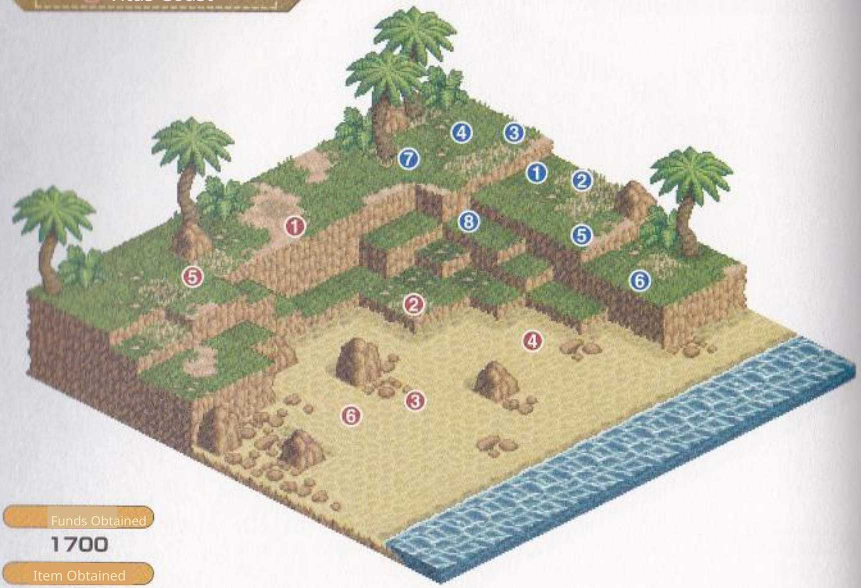
Free Battle

Victory condition: Defeat all enemies!

Failure Condition: All allied units are defeated

Number of participating units: 6–8

⑤ Vitas Coast



Funds Obtained

1700

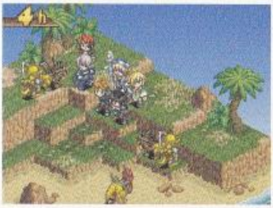
Item Obtained

Items: Vitalun, Dokukie Herb, Yokumie Herb, Megasame Herb, Ugoke Herb,
Tonae Herb, Koisame Herb, Vital Soda, Holy Feather
*Any 4 of the above

※On this map, enemy placements are not fixed, and change each time you engage in battle.

Fight using ranged attacks

This map has extreme elevation differences, and the player side is placed in a favorable position against many enemies from the start. Units capable of ranged attacks should wait on the cliffs near their initial positions and, when enemies approach, strike them down quickly. Enemies on the cliffs will be flanked from the side by unit ①, but Have the other units move toward them and there will be no problem.



◀ When facing enemies with low jump stats, occupying high ground and attacking from there is an effective battle tactic.

No.	Name	Attrib. Lv. HP	タイプ	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
①〜⑥	Minoppi	Wood attribute 14 118 69 Melee SPELL SKILL —		76	60	18	23	24	18	3	2
	Thunderbird	Wood attribute 214 11967 Melee 74 SPELL SKILL —			61	19	22	22	19	3	2
	Griffin	Wind attribute 17 130 78 Melee 82 SPELL SKILL —			65	23	26	27	22	4	3
	Griffin	Wind attribute 15 120 72 SPELL SKILL —	Melee 77		61	21	24	25	18	4	3
	Salamandra	Light attribute 16 125 76 SPELL SKILL —	Near	80	63	22	25	27	19	3	2
	Salamandra	☐ Light attribute 15 123 74 SPELL SKILL —	近	79	62	20	25	26	20	3	2

Chapter 8

Event Battles

Anomaly

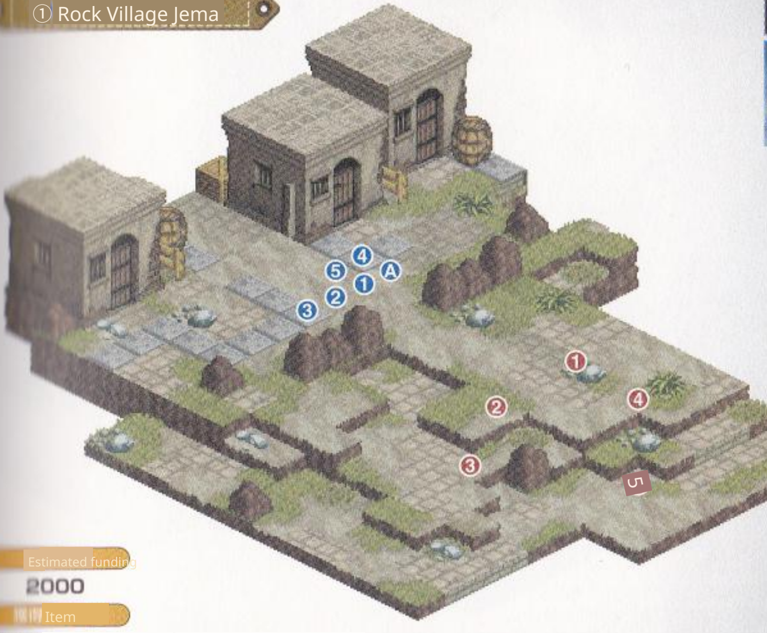
Defeat all enemies!

Failure Condition: All allied units are defeated

Number of Units That Can Participate 6

① Rock Village Jema

Mandatory participation Units



Estimated funding

2000

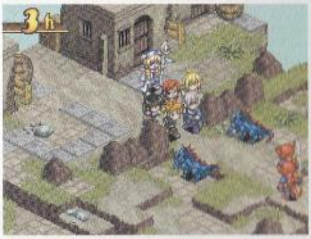
Item

Silk cloak, belt, blue stone

Holy Wing

Intercept enemies using objects

Here, it's best to use the wall made of rocks located near the player's starting position to fight the enemies. The open part in the middle path is only wide enough for exactly two people, so place units who can be entrusted with the vanguard there, and have the remaining units perform ranged attacks from behind against enemies approaching. The enemies' attacks will be concentrated on the two vanguard units, but they are not very powerful, so Cecil's healing magic alone can cover it.



◀ Enemies in this battle use offensive magic but their power is not high. Deal with them calmly.

No.	Name	Attribute	Lv.	HP	MP	17	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
❶	Cerberus	△ Fire	16	125	76	Melee	90	73	22	25	67	19	4	3
		SPELL SKILL Wind Cutter												
❷	Cerberus	Fire attribute	17	128	78	Melee	92	75	24	26	68	20	3	2
		SPELL SKILL Wind Cutter												
❸	Flare Lizard	Fire attribute	18	134	80	Melee	94	77	25	27	69	23	3	3
		SPELL SKILL Fire Flame												
❹	Flare Lizard	☐ Fire attribute	16	124	77	Melee	91	72	23	24	67	18	3	3
		SPELL SKILL Fire Flame												
	6 Gigas	Fire attribute	15	120	73	Melee	89	71	19	24	24	18	3	3
		SPELL SKILL —												

Chapter 8 Free Battle 6

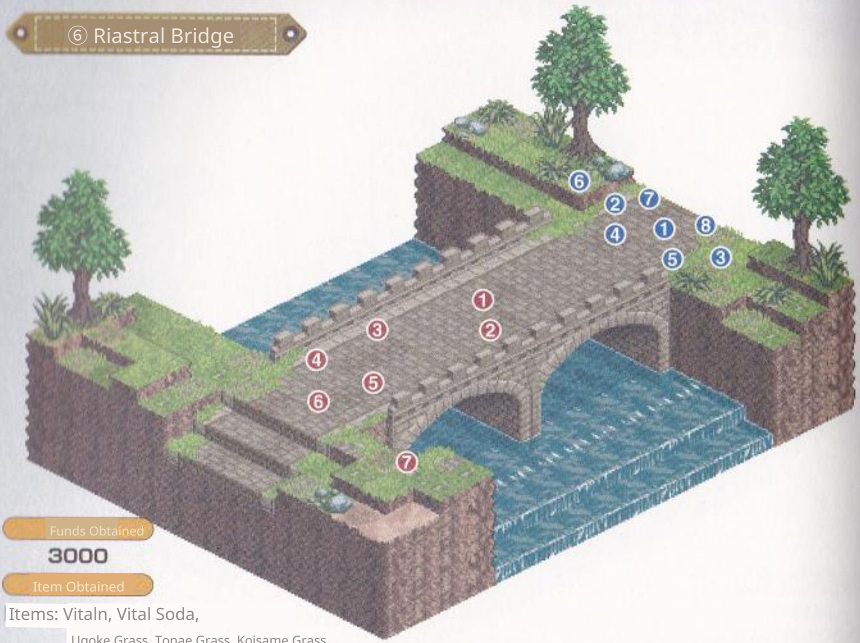
Free Battle

Victory Condition: Defeat all enemies!

Failure Condition: All allied units are defeated

Number of Units That Can Participate 6~8

⑥ Riastral Bridge



Funds Obtained

3000

Item Obtained

Items: Vitaln, Vital Soda,
Ugoke Grass, Tonae Grass, Koisame Grass,
Mentaln Holy Wing
*Any four of the above

※On this map, enemy placements are not fixed, and change each time you engage in battle.

Try to move so as to disperse enemy attacks

The battlefield is a wide bridge. Here, since neither friend nor foe is impeded in their actions, you will clash head-on. Arrange your allies in a long horizontal line to prevent enemy attacks from concentrating on a single person — this method spreads out the damage and is recommended. The map itself is relatively easy,

so eliminate enemies one by one with certainty.

On maps like this, using tank units as a wall to block enemy movement is an effective technique, but it can become dangerous against enemies with area attacks. Decide wh
Use it depending on the situation.

No.	Name	Attribute Lv. HP P	タイプ	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
	Archer	Ba Wind Attribute 17 129	79 Ranged	82	73	24	26	27	18	3	3
		SPELL SKILL —									
	Archer	風属性 19 137 82	Ranged	87	79	27	29	30	25	3	3
		SPELL SKILL —									
①	Thief	Fire attribute 18 132 80 Melee 94 77				25	27	29	22	3	2
		SPELL SKILL —									
	Thief	Fire attribute 17 129 78 Close 93 75				23	25	27	19	4	3
		SPELL SKILL —									
⑦	Thief	Fire attribute 169171224 77 Close				23	24	27	18	4	3
		SPELL SKILL —									
	Thief	Fire attri 17 128 78 Close		92	75	24	26	28	20	3	2
		SPELL SKILL —									
	Thief	Fire attribute 15 120 73 Melee		89	71	19	24	24	18	3	3
		SPELL SKILL —									

Chapter 9 Flame Stone

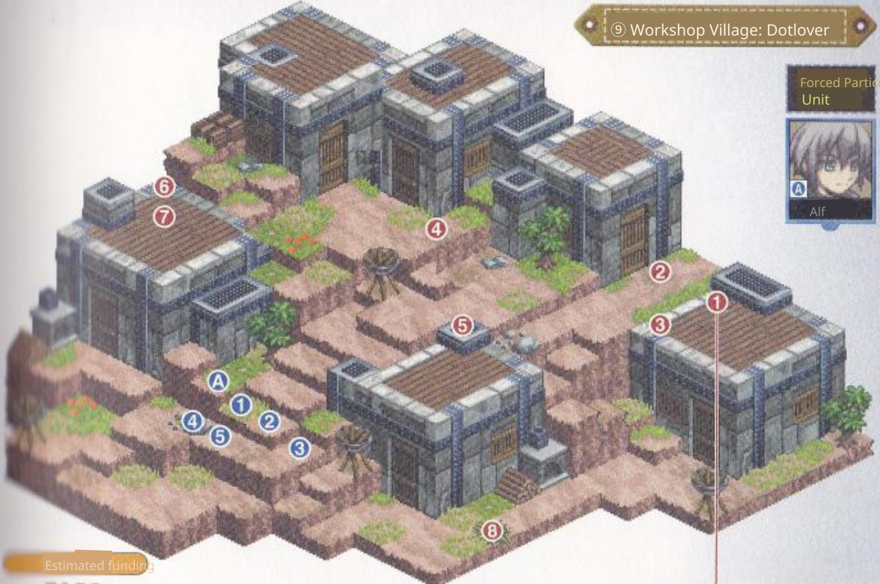
Event Battle

Victory condition: Defeat all enemies!

Failure Condition: All allied units are defeated

Maximum Participating Units: 6

⑨ Workshop Village: Dotlover



Forced Participation Unit

Estimated funding

2100

Item

Luminous Cap, Hair Accessory

Seirei's Necklace

Flash Soda

①Vanessa

E Salamander Size/Satin Hood/Satin Coat/Ruby Armband/Ruby Ring

How you move initially will be important.

The map is large, and enemies are each placed a part First, consider defeating the Hicopin, and move everyone toward them. After defeating them, use that location as a base to wait for other enemies. Name Attributes

Cecil and Nicola have low move and tend to be slow to relocate, so they need to be covered by the starting deployment. Vanessa at position 1 should not pose major problems as long as you watch out for area attack magic.

Lv. FIR HP 2 45 M 140 Typ Melee ATK 11 GRD 9 SPD 23 EC 25 MGC 10 RES 65 MOV S

①	Vanessa	PELL SKILL Fire Flame / Attack Boost / Guard Fall / Heat Storm								4	4
②	Guru	6 Lightning Lv. 18 HP 155 MP 77 Mid Type ATK 100 GRD 85 SPELL SKILL —			23	24	57	18	4	1	
③	Gar	Lightning Lv. 18 HP 155 75 Mid ATK 99 SPELL SKILL —		85	22	25	60	20	4	1	
④	Hikopin	2 Fire attribute 17 141 69 Melee SPELL SKILL Fire Flame	72	71	27	29	80	45	3	3	
⑤	Hikopin	Fire attribute 17 140 67 Melee SPELL SKILL —	70	71	19	24	74	48	3	3	
⑥	Hikopin	Mori Fire attribute 17 139 68 Melee 71 73 SPELL SKILL Fire Flame			24	26	77	48	3	3	
⑦	Hikopin	Fire attribute 17 138 68 near 71 73 SPELL SKILL —			24	26	78	46	3	3	
⑧	Hikopin	C Fire attribute 17 142 67 near SPELL SKILL Fire Flame	70	72	25	27	79	42	3	3	

"Chapter 10 Wind

Event Battles

Victory condition: Capture Wivvy!

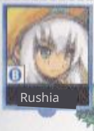
Defeat condition: Wivvy's destruction or total annihilation of allies

Number of Units That Can Participate

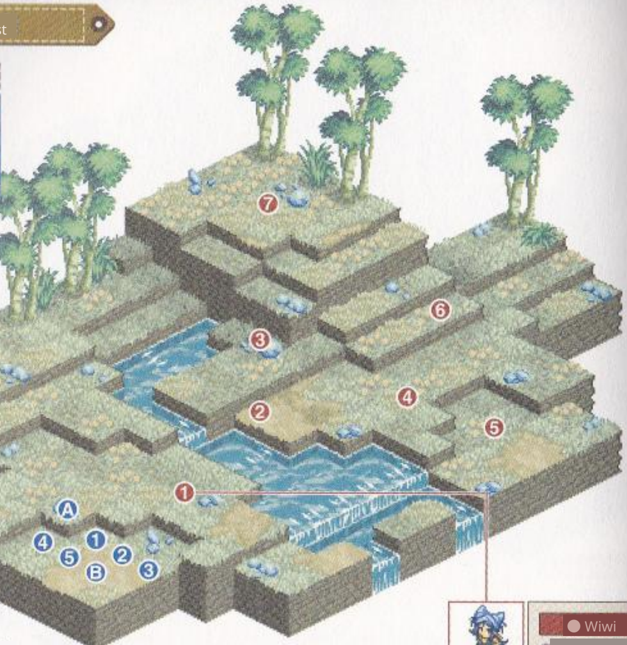
⑩ Magic Forest

Forced-Participation Unit

Alf



Rushia



Funds Obtained

2200

Item Obtained

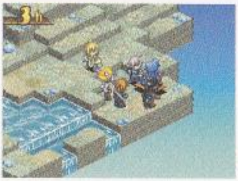
Accessory: Shinju Necklace
Items: Flash Soda, Holy Wing

● Wiwi

E Wind Lamp / Satin Hood / Satin Coat

Playing tag with Wiwi. Use your wits to chase.

This map has an unusual victory condition: you win by moving allies to sandwich Wiwi. The Fukopin protecting Wiwi are troublesome enemies that can also move over water. Be sure to defeat them first before chasing Wiwi. If Theo or Nicola can use their status-afflicting skills, using them to hold Wiwi in place makes things easier.



◀ Because Wiwi can move over water, it becomes untouchable if it gets cornered in the water. You need to move your units skillfully to prevent it from escaping into the river.

No.	Name	Attributes | Lv. HP MP	タイプ	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
❶	(CV: Masayo Kurata)	Wind element 25 232 18486 80 37 魂 SPELL SKILL Wind Cutter / Tech Boost / Venom / Slash Gale						115	75	5	4
❷	Fukopin	Wind element 19 148 111 Melee 60 75 27 39 SPELL SKILL Wind Cutter						90	55	4	3
❸	Fukopin	Wind element 19 148 111 Melee 60 75 31 39 SPELL SKILL Wind Cutter						86	55	4	3
❹	Fukopin	Wind element 19 148 111 Melee SPELL SKILL Wind Cutter		60	75	32	39	85	55	4	3
❺	Fukopin	Art Wind Attribute 19 148 111 Melee 60 SPELL SKILL Wind Cutter			75	28	39	88	55	4	3
①	Fukopin	Wind Attribute 19 148 111 Melee 60 75 SPELL SKILL Wind Cutter				29	39	86	55	4	3
❼	Fukopin	Ba Wind Attribute 19 148 111 Melee 60 SPELL SKILL Wind Cutter			75	30	39	84	55	4	3

Chapter Chapter 10

Free Battle

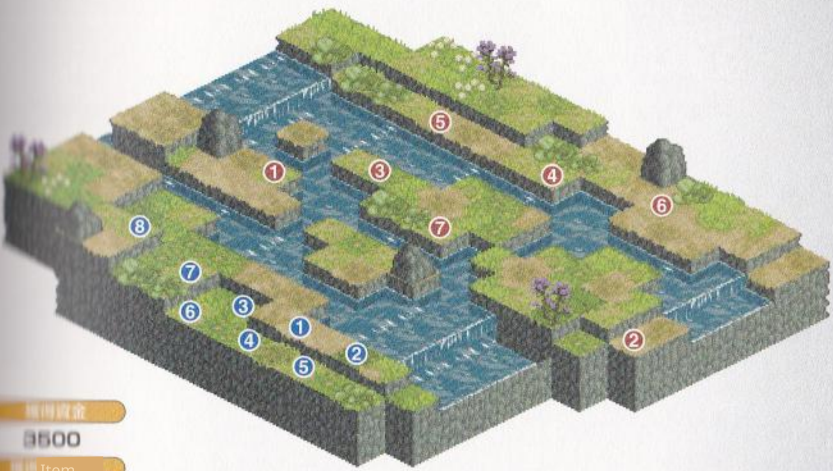
Free Battle 7

Defeat all enemies!

Failure Condition: All allied units are defeated

Number of Units That Can Participate 7~8

South Ring River



3500

Item

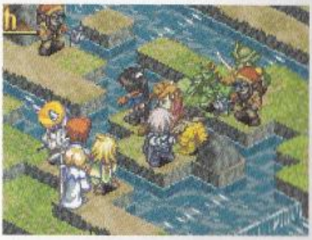
Vitalon, Mentalon, Vital Soda,
Mental Soda, Holy Feather

Any four of them

※On this map, enemy placements are not fixed, and change each time you engage in battle.

Use the terrain to hold back the enemies

This map is laid out with the two sides facing each other across a river. The key point is a small island where the player's initial units are placed. If you advance quickly to this spot, you can block the enemy's approach. By adjusting your formation skillfully, you can handle the enemies one by one, making the fight considerably easier. Using this situation also makes it simple to let low-level units gain experience. Be sure to take advantage of it.



◀The ideal formation is This shape. Frontline ta Form a wall with Ipu-type units and perform ranged attacks and healing from the rear.

Name	Attrib . HP 15 AT RD S					TEC	MGC	RES	MOV	JMP
Thunderbird	Wood Attribute 17 143 118 Melee 99 90 32 SPELL SKILL —					42	70	30	3	2
Thunderbird	Wood Attribute 20 163 130 SPELL SKILL —	Melee 93		92	33	41	81	40	4	3
Hobgoblin	Wind Attribute 21 168 130 [SPELL SKILL —	Approximately 98 85 37 44					80	45	3	2
Hobgoblin	Wind Attribute 18 148 111 Melee 96 SPELL SKILL —			80	32	39	70	35	3	2
Garm	Gate Water 18 150 125 Melee 92 SPELL SKILL —			82	31	39	65	30	4	3
Garm	Gate Water 18 153 128 Melee 94 SPELL SKILL —			86	33	40	66	32	4	3
Lizardman	Water Attribute 18 147 126 Melee SPELL SKILL —		91	87	34	41	72	31	3	2

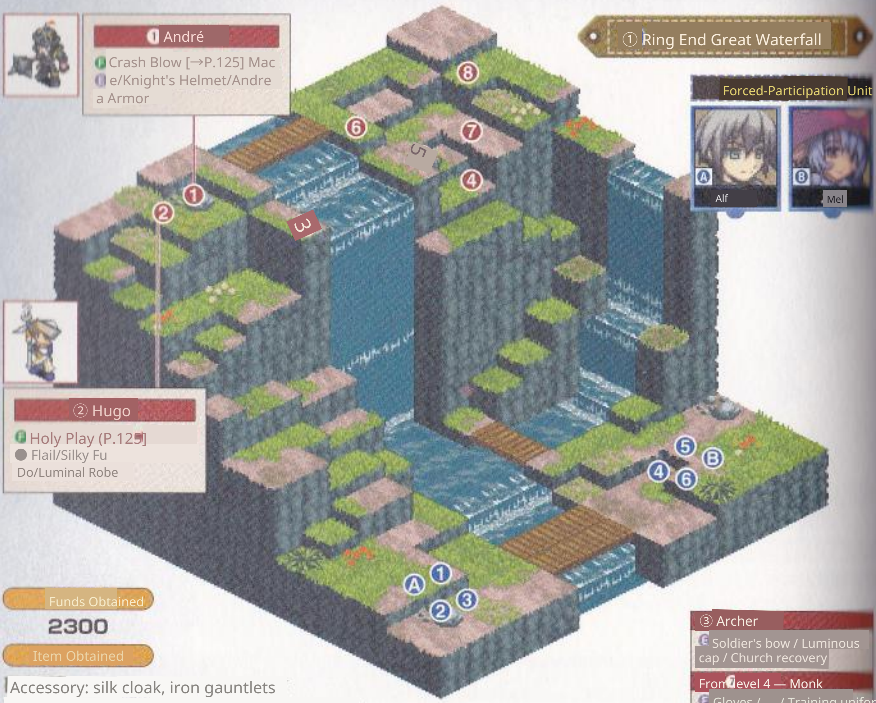
Chapter 1: Holy Judgment

Event Battle

Victory condition: Defeat all enemies!

Defeat Condition: All allied units are defeated

Number of Units That Can Participate 8



① André
Crash Blow [→P.125] Mace/Knight's Helmet/Andrea Armor

② Hugo
Holy Play (P.125]
Flail/Silky Fu Do/Luminal Robe

③ Archer
Soldier's bow / Luminous cap / Church recovery

From level 4 — Monk
Gloves / — / Training uniform

Funds Obtained

2300

Item Obtained

Accessory: silk cloak, iron gauntlets
Items: Flash Extract, Holy Wing

Early on, face the enemy near the starting position. This map has dramatic undulations and height differences. The enemies are positioned on higher ground, so advancing from below will force you to fight at a disadvantage. It is recommended to use the bridge located very close to the starting position to ambush the enemy. The method is reasonable and recommended. Andre uses a powerful Flash Drive. When enemies approach, use high-defense units as bait to ride in and try to minimize damage as much as possible.

No. Name	Attribute	Lv. HP MP 17 ATK GRD SPD TEC MGC RES MOV JM					
❶ André	Fire element 24 291 92 Melee 150 120 29 39 28 30 [SPELL SKILL Charge/Rumble Hit/Power Strike					3	2
② Hugo	Water element 24 251 187 Melee 83 88 29 SPELL SKILL Cure/Aqua/Curer/Splash		46	92	54	3	2
③ Archer	Wind element 21 252 95 Ranged 100 92 26 SPELL SKILL —		40	32	34	4	3
④ Monk	C Fire element 20 240 91 Approximately 77 106 25 SPELL SKILL —		32	30	23	4	3
6 Monk	Fire attribute 21 291 92 Melee 110 92 29 39 SPELL SKILL —			28	24	4	3
⑥ Monk	C Fire attribute 19 227 86 Melee 108 95 23 SPELL SKILL —		30	29	22	4	3
7 Monk	2 Fire Attribute 22 240 91 Melee 109 96 SPELL SKILL —	25	32	30	23	4	3
0 Monk	C Fire Attribute 21 293 92 Melee 112 98 SPELL SKILL —	29	39	28	24	4	3

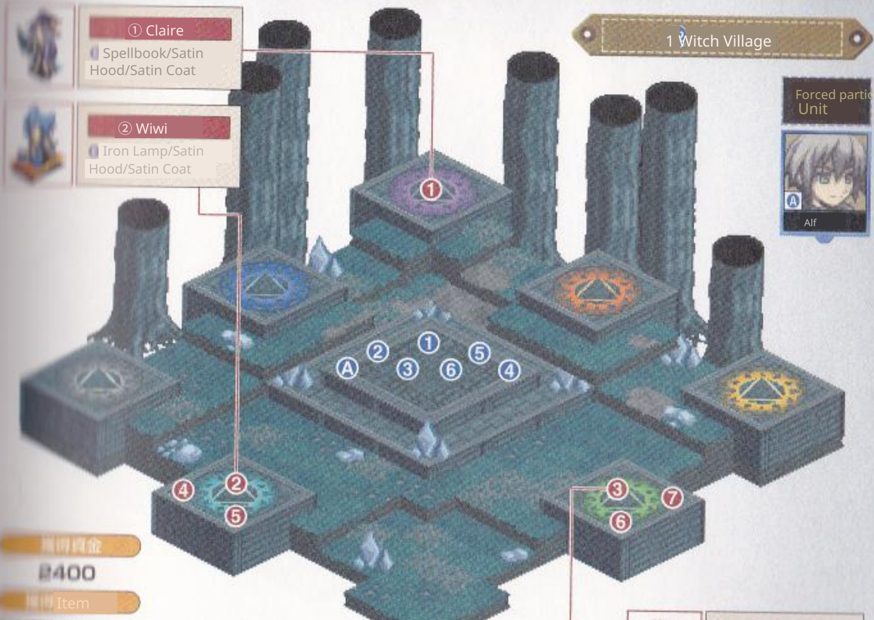
Chapter 12: Forest of Oblivion

Event Battles

Defeat all enemies!

Failure Condition: All allied units are defeated

Number of Units That Can Participate


① Claire
Spellbook/Satin Hood/Satin Coat
② Wiwi
Iron Lamp/Satin Hood/Satin Coat
1 Witch Village
Forced participation Unit
A
Alf
①
②
③
④
⑤
⑥
⑦
A

③ Mavi
Gloves / Satin Hood / Satin Coat

2400

Item

Katyusha

Opal Bracelet, Red Stone

Flash Extract

Aim to eliminate enemies one by one

Enemies surrounding the encirclement will approach one after another. If you respond incorrectly, you can easily get into trouble. First, defeat Wivi, then take down Mavi number 3. After that, also defeat the remaining Kopins before moving on to Clea. Clea has a low move of 3, so it's fine to leave her for later.

◀ The threats on this map are Wivi and Mavi's use of status-altering effects magic. They respectively cause poison and sleep, so it is extremely dangerous to leave those effects untreated.

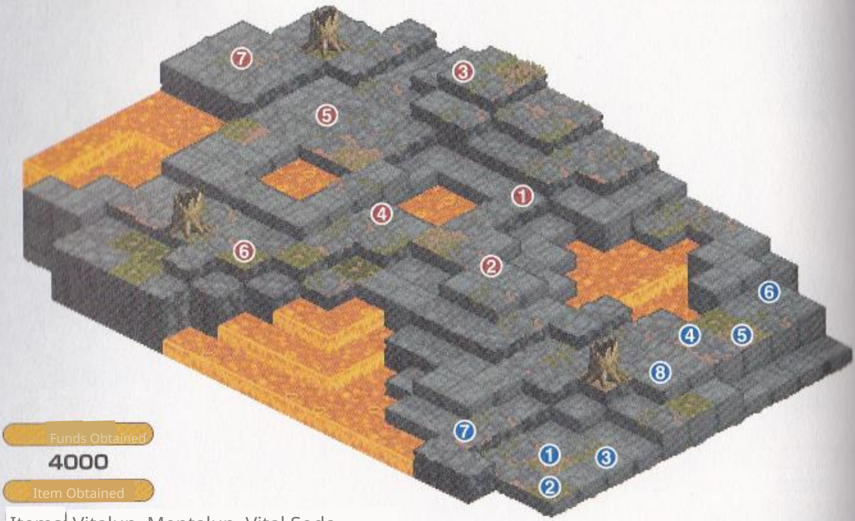
	Name	Element Lv. HP MP ATK GRD SPD		Wind	MGC	RES	MOV	JMP
①	Clare	Lightning 28 249 172 Melee 96 94 42 SPELL SKILL Thunder/Lightning/Cura [redacted]		26	125	43	3	2
②	(CV: Masayo Kurata)	[redacted] 146 long-range 120 106 43 SPELL SKILL Wind Cutter / Slash Gale / Venom		52	110	34	5	4
③	Mavi	Wood element 26 255 139 melee 150 126 41 SPELL SKILL Needle Wood / Jungle Combo / Sleep Wave		39	92	33	4	4
④	Fukopin	Wind element 23 192 110 melee 105 94 31 38 88 56 SPELL SKILL Wind Cutter					4	3
⑤	Kopin	Wind attribute 23 198 113 Melee 105 94 SPELL SKILL Wind Cutter	32	38	88	56	4	3
⑥	Kikopin	Wood attribute 23 206 111 near 105 94 SPELL SKILL Needlewood/Jungle Combo	28	38	88	56	4	3
⑦	Kikopin	Wood attribute 23 204 112 Melee 105 94 SPELL SKILL Needle Wood / Jungle Combo	29	38	88	56	4	3

[Chapter 2012 Free Battle 8

Fu Free Battle

"Victory Condition: Defeat all enemies!" | Failure Condition: All allied units are defeated | Number of Units That Can Participate 8

⑧ West of Yela Volcano



Funds Obtained

4000

Item Obtained

Items: Vitalun, Mentalun, Vital Soda,
Mental Soda, Holy Feather, Ban'nou Medicine

*Any four of them

※On this map, enemy placements are not fixed, and change each time you engage in battle.

Make full use of effective elements

As it is a volcanic area, the majority of enemies are fire-element. There are many enemies with high Attack, but their placements are spread out, so if you deal with them individually you can defeat them without much trouble. In this battle, water-element offensive magic demonstrates immense power. If both Cecil and Mel are deployed, it's good to have them actively participate in attacks. Overall, this map's difficulty is not particularly high.

On this map, Wiwi can play an active role. Taking advantage of the ability to move across lava, she can attack from places out of the enemies' reach.

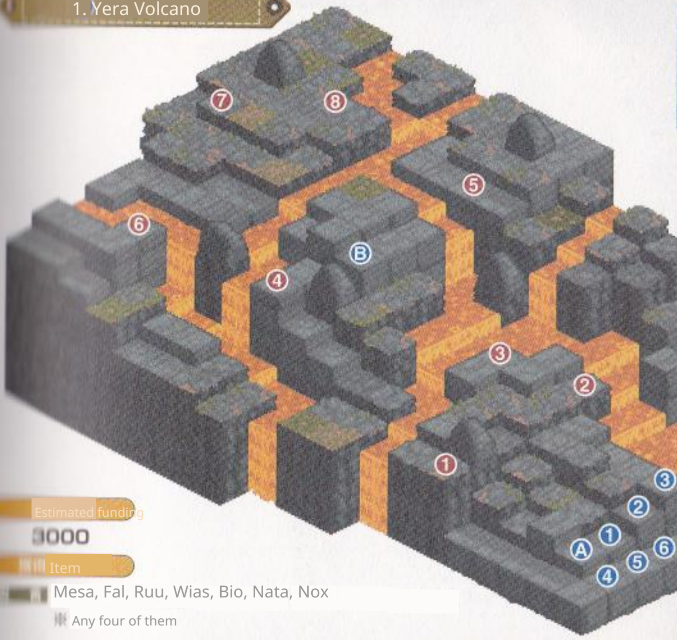
No.	Name	Attribute	Lv.	HP	MP	Type	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
①～⑦	Fire Golem	Fire SPELL SKILL —	23	233	133	Melee	105	94	30	38	45	56	4	3
	Flame Goblin	Wood attribute SPELL SKILL —	22	243	95	Near	122	101	28	36	34	54	3	2
	Flame Goblin	Wood attribute SPELL SKILL —	23	255	99	Near	126	103	30	38	34	55	3	2
	Galvadon	Fire attribute ESPELL SKILL —	23	277	88	Medium	147	113	27	34	34	55	3	2
	Galvadon	Fire attri SPELL SKILL —	22	265	84	Medium	142	111	25	32	34	54	3	2
	Flare Lizard	Fire attribute SPELL SKILL —	23	244	105	Near	126	103	36	46	36	55	4	3
	Flare Lizard	Fire ele SPELL SKILL —	22	233	100	Near	122	101	34	43	36	54	4	3

Chapter 3: Dragon and Witch

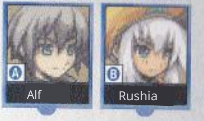
Event Battles

Protect Rusha | Defeat Condition: Rusha becomes incapacitated | Maximum Deployable Units: 8

1. Yera Volcano



Forced-Participation Unit



Estimated funding

3000

Item

Mesa, Fal, Ruu, Wias, Bio, Nata, Nox

Any four of them

Rescue the isolated Rusha

Since you will lose if Rusha becomes incapacitated, the key is how quickly you can link up. Saki and Wivi must always be included in the party.

❶ Defeat the enemies in order. During this time, Rusha will move while protecting herself. Link up at a lava-crossed area and intercept the enemies there.

Sage Payan
Is it bad if I speak?
Is it a problem for a sage to speak?

After this battle, moving to the "Witch's Village" triggers an event. The story starts to move in earnest. "Curse Words" become available, and Mavi and Bolon join the party. Your combat strength will increase significant

	Name	Attributes Lv. H P	517 ATK GRD SPD TEC			[redacted]	[redacted]	MGC	RES	MOV	JMP
❶	Triheads	Water attribute 24 267 104 SPELL SKILL	Me 110 97 1 39			[redacted]	[redacted]	36	58	4	3
❷	Triheads	△ Water el 25 280 109 SPELL SKILL	Melee 114 90			33	41	38	61	4	3
❸	Gigas	o Fire element 26 318 101 SPELL SKILL	Melee 140 93			30	39	39	63	3	3
❹	Gigas	Fire attribute 25 305 97 SPELL SKILL-	Melee 136 100 29 37					38	61	3	3
❺	Gigas	Fire attribute 24 291 92 Melee SPELL SKILL		132	97	28	35	36	58	3	3
❻	Shimēru (Shimeru)	Water attribute 26 280 120 Melee 117 SPELL SKILL			92	41	52	42	63	3	2
❼	Salamandra	* Light Attribute 25 268 115 Melee 114 90 SPELL SKILL				40	50	40	61	4	3
❽	Salamandra	☐ Light Attribute 24 256 110 SPELL SKILL	Melee 110 97 37				48	38	58	4	3

Free Battle 9

Victory Condition: Defeat all enemies!

Failure Condition: All allied units are defeated

Number of Units That Can Participate 8

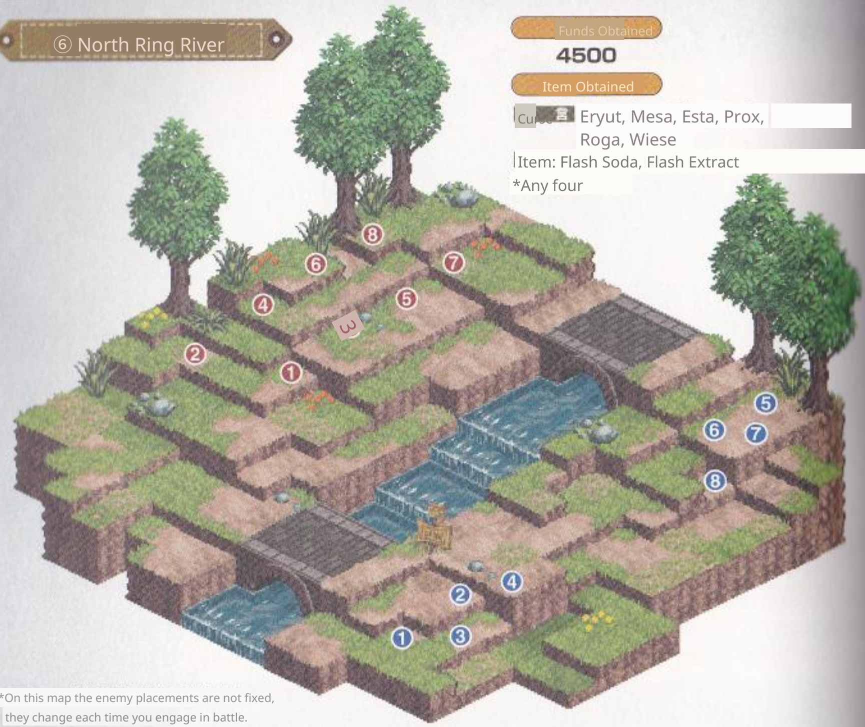
⑥ North Ring River

Funds Obtained

4500

Item Obtained

Cu Eryut, Mesa, Esta, Prox,
Roga, Wiese
Item: Flash Soda, Flash Extract
*Any four



*On this map the enemy placements are not fixed, they change each time you engage in battle.

Early deployment decisions determine the outcome

On a map with bridges above and below, the player's initial deployment is split into groups of four. Enemies mainly concentrate on the allies on the 5~ ● side, so place companions who can withstand attacks and a healer to

You should do so. The enemy composition is well-balanced and may cause unexpected difficulty. While the 6~8 side holds the bridge, quickly merge high-movement units deployed on the 1~1 side.

No.	Name	Element	Lv.	HP	MP	17	ATK	GRD	SPD	TEC	MGC	RES	MOV	JM
❶ ∫ ❽	Cleric	Water	25	256	146	Melee	111	99	33	41	124	63	3	2
	SPELL SKILL Cure/Aqua/Clearer/Curer													
	Cleric	Water	26	267	152	近	114	101	34	43	131	65	3	2
	SPELL SKILL Cure/Aqua/Clearer/Curer													
	Magician	Wind	26	267	152	近	114	101	33	43	130	65	3	2
	SPELL SKILL Wind Cutter/Tech Boost/Venom/Slash Gale													
	Magician	Wind element	25	256	146	Melee	111	99	32	41	125	63	3	2
	SPELL SKILL Wind Cutter/Tech Boost/Venom/Slash Gale													
	Ranger	Wind element	26	280	120	Speed	137	112	41	52	42	63	4	3
	SPELL SKILL —													
	Ranger	Wind element	25	268	115	遠	134	110	40	50	40	61	4	3
	SPELL SKILL —													
	Gladiator	Wood element	26	293	114	Melee	137	112	34	43	39	63	3	3
	SPELL SKILL —													
	Gladiator	Wood element	25	280	109	Melee	134	110	33	41	38	61	3	3
	SPELL SKILL —													

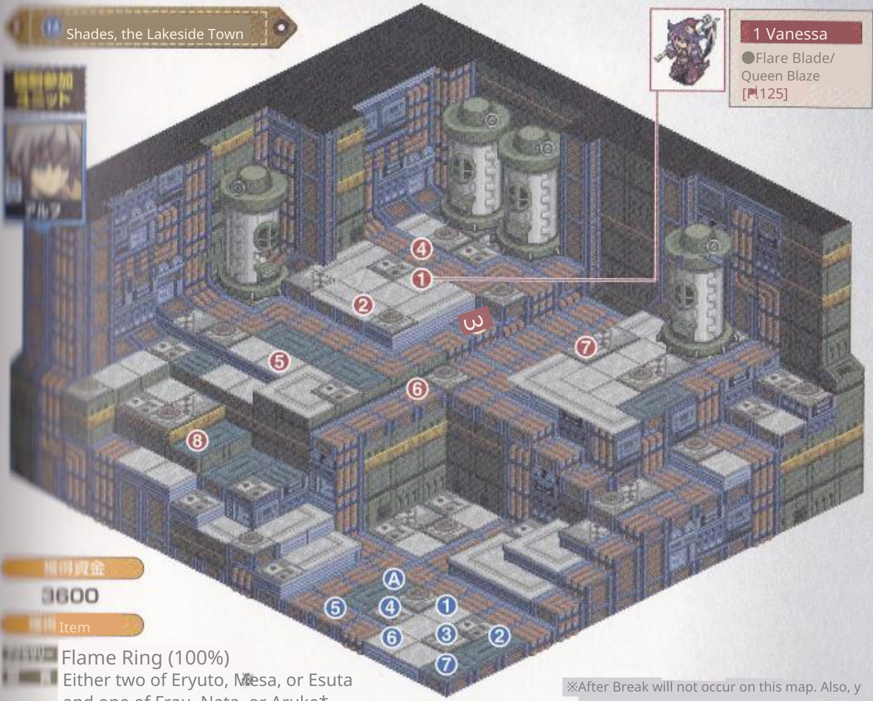
Chapter 14

Event Battle 1

Forbidden - 1

Defeat all enemies! | Failure Condition: All allied units are defeated | Number of Units That Can Participate

Shades, the Lakeside Town



1 Vanessa
●Flare Blade/
Queen Blaze
[🚩125]

3600

Item

Flame Ring (100%)
Either two of Eryuto, Mesa, or Esuta
and one of Frau, Nata, or Aruke*

※After Break will not occur on this map. Also, you cannot save after the battle ends.

First of two consecutive battles. Stay alert.

"On this map, it's effective to use decoys to lure enemies. Leave that role to Saki and Wiwi, and have Rusha act alongside them as backup to ensure everything is covered. That way, you can draw in some of the enemies..."

Defeat the enemies and advance in the weakened direction with everyone remaining in the formatio

Be careful. On this map not only Vanessa but even Hikopin uses area-of-effect offensive magic. When moving, you need to pay attention to spacing.

	Name	Element	Lv.	HP	MP	Attack	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
①	Vanessa	C Fire	30	300	180	Melee	200	156	40	51	178	41	4	4
	SPELLS SKILLS Fire Flame / Attack Boost / Guard Fall / Heat Storm / Temptation													
②	Guru	Lightning	27	332	106	Mid	174	138	32	40	40	66	4	1
	SPELL SKILL —													
③	Gar	Lightning Attribute	27	332	106	Mid	174	138	32	40	40	66	4	1
	SPELL SKILL —													
④	Hikopin	Fire	27	279	159	Melee	124	114	36	45	134	67	4	3
	SPELLS SKILLS Fire Flame													
⑤	Hikopin	Fire attribute	26	267	152	Melee	114	101	33	43	132	65	4	3
	SPELL SKILL Fire Flame / Heat Storm													
⑥	Hikopin	Fire element	28	290	165	Melee	126	115	38	47	139	70	4	3
	SPELL SKILL Fire Flame													
⑦	Hikopin	Fire attribute	26	267	152	Melee	114	101	34	43	130	65	4	3
	SPELL SKILL Fire Flame / Heat Storm													
⑧	Hikopin	Blanket Fire attribute	27	279	159	Melee	124	114	37	45	134	67	4	3
	SPELL SKILL Fire Flame													

Chapter 14

Event Battle 2

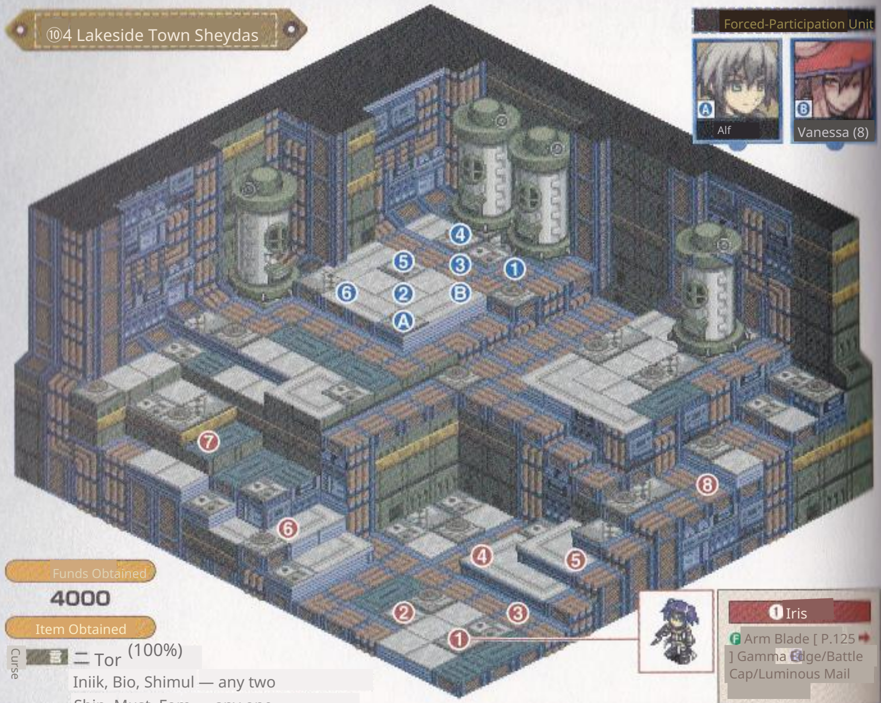
Taboo 2

Victory Condition: Defeat all enemies!

Defeat Condition: All allied units are defeated

Maximum Deployable Units: 8

⑩4 Lakeside Town Sheydas



① Iris

Arm Blade [P.125] Gamma Edge/Battle Cap/Luminous Mail

Funds Obtained

4000

Item Obtained

Curse Tor (100%)

Iniik, Bio, Shimul — any two

Shin, Must, Fom — any one

Intercept enemies while paying attention to terrain attributes

The map is exactly the same, but the starting positions of enemies and allies are reversed. Since you start in an advantageous situation, advancing to the stairs and meeting the enemy there is an easy tactic. Note that this map has elemental

There are thunder-element tiles scattered around. All enemies are thunder-aligned, so if they move onto those tiles it becomes somewhat disadvantageous. Be careful when moving. Also remember that enemies numbered 1– use ranged attacks.

No.	Name	Lv. HP MP Type ATK GRD SPD TEC MGC RES MOV JMP										
①	Iris	Thunder attribute 33 400 208 Ranged 174 126 58 73 160 80 SPELL SKILL Thunder/Lightning/Point Shot/First Aid									4	4
②	Bolt Golem	Thunder attribute 28 290 165 Melee 126 115 38 SPELL SKILL Thunder/Lightning					47	139	70		3	2
③	Bolt Golem	Thunder attribute 29 302 172 129 SPELL SKILL Thunder/Lightning	Near		117	38	49	143	72		3	2
④	Bolt Golem	Thunder attribute 30 315 180 131 119 SPELL SKILL Thunder/Lightning	Near			40	51	147	73		3	2
⑤	Lizard Shadow	Attribute 29 331 129 154 130 SPELL SKILL —	Near			38	49	42	70		3	3
0	Lizard Shadow	Thunder attribute 28 318 124 SPELL SKILL —	Near	152	128	38	47	41	68		3	3
⑦	Gargoyle	Thunder attribute 28 304 131 SPELL SKILL —	Near	152	128	46	57	44	68		4	3
⑧	Gargoyle	Ice attribute 29 316 136 SPELL SKILL —	Near	154	130	47	59	45	70		4	3

Chapter 15 Breakup

Event Battles

Objective: Defeat all enemies!

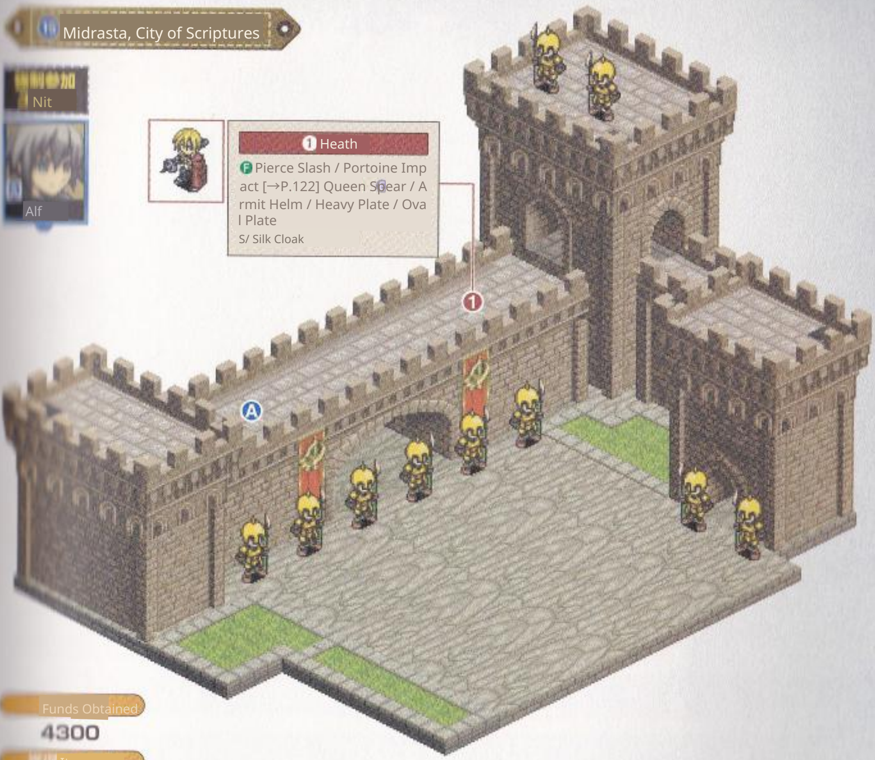
Defeat Condition: All allied units are defeated

Number of Units That Can Participate

Midrasta, City of Scriptures

Nit

Alf



① Heath

Ⓕ Pierce Slash / Portoine Impact [→P.122] Queen Spear / Armit Helm / Heavy Plate / Oval Plate

S/ Silk Cloak

Funds Obtained

4300

Item

Crey (100%)

Shin, Must, Fom — any two

Shino, Dia, Nogira — any one

※ After Break does not occur on this map.

Avoid danger by skillfully using items

Here Alf and Heath face each other in a one-on-one duel once more. Because Peace starts with 2 FP, when he closes the distance he will use "Bolt Impact". If Alf's level and equipment are in good shape, he is unlikely to be incapacitated, so using an item to heal on the next action will be fine. After that, if you feel threatened, heal immediately and keep adding attacks during the intervals — doing so alone is enough to secure victory.

◀ Heath's Flash Drive "Bolt Impact." A powerful attack that also has the effect of lowering Speed.

	Name	Attributes	Lv.	HP	MP	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
①	Heath	Thunder element	34	417	182	#220	170	51	67	14	170	4	3

70

SPELL SKILL Power Strike / Pile Bunker / Cross Crusade

Chapter 16: Bewilderment

Event Battles

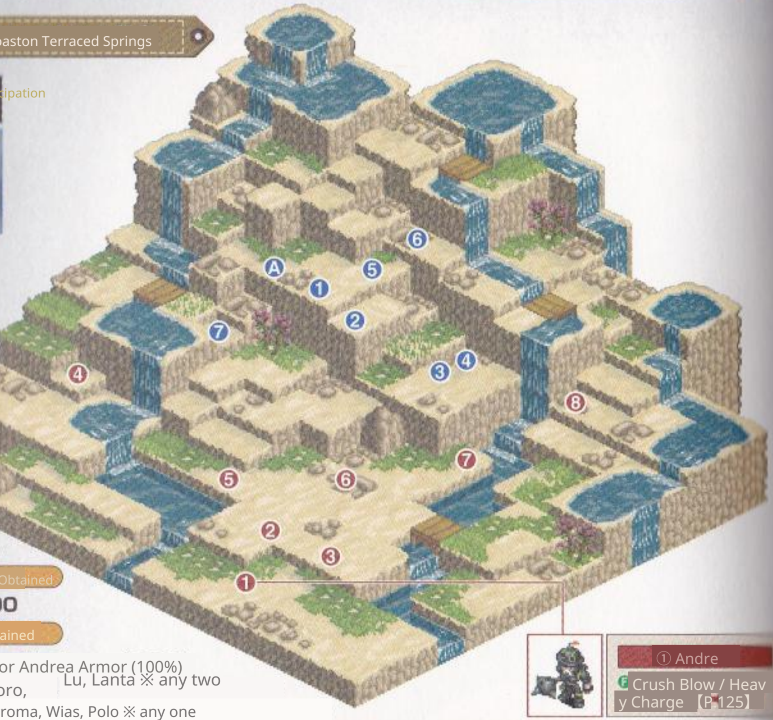
Victory Condition: Defeat all enemies!

Failure Condition: All allied units are defeated

Number of Units That Can Participate

⑩ Roaston Terraced Springs

Forced Participation Unit



① Andre

Crush Blow / Heavy Charge 【P125】

Funds Obtained

4800

Item Obtained

Torso Armor Andrea Armor (100%)

Cur Cloro, Lu, Lanta ※ any two

Hyroma, Wias, Polo ※ any one

Watch out for Andre's Flash Drive

The enemy consists of a well-balanced formation: front-line units with high Attack, and two units that use magic. Fortunately, the player starts from a favorable initial deployment, so attacking the enemies from higher ground allows for a stable fight.

On this map, Andre starts with 2 FP and will use Flash Drive immediately upon approach. Try to weather it by using units with high Guard as shields whenever possible.

No.	Name	Element Lv. HP MP	17 ATK GRD SPD TEC MGC RES MOV J					
①	Andre	o Fire element 36 465 148 SPELL SKILL —	Melee 256 189 $50 66 37 72				3	2
②	Cleric	Water e 32 340 194 Near 142 129 43 55 [SPELL SKILL Cure/Aqua/Clearer/Curer/Splash			153	75	3	2
③	Magician	Art Wind Attribute 31 327 187 near 133 121 41 53 SPELL SKILL Wind Cutter/Tech Boost/Venom/Slash Gale			150	74	4	3
④	Galaxy	Fire attribute 30 376 120 near 183 146 38 44 SPELL SKILL —			43	71	4	3
6	Galaxy	☐ Fire attribute 30 377 120 near 185 143 35 SPELL SKILL —		46	43	71	3	2
0	Galaxy	o Fire attribute 30 375 120 SPELL SKILL —	Melee 187 144 36	45	43	71	4	3
①	Galaxy	Fire attribute 30 380 SPELL SKILL —	120 Melee 184 145 37	47	43	71	3	2
①	Galaxy	Fire attribute 30 372 120 Melee 186 142 34 45 43 SPELL SKILL —				71	4	3

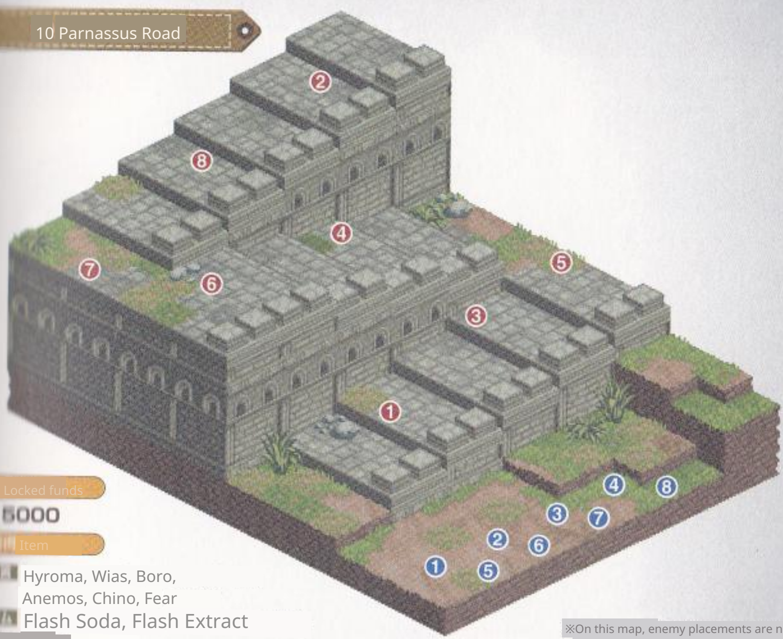
Free Battle 10

Victory condition: defeat all enemies!

Failure Condition: All allied units are defeated

Number of Units That Can Participate

10 Parnassus Road



Locked funds

5000

Item

Hyroma, Wias, Boro,
Anemos, Chino, Fear

Flash Soda, Flash Extract

Any four of then

※On this map, enemy placements are not fixed, and change each time you engage in battle.

A map ideal for unit training

Although the enemies are placed on high ground, their positions are spread out, so the reliable approach is to advance gradually and defeat them one by one. Also, because the enemies' movements are generally ... and their average level is high, this map is perfect for training low-level allied units. Make good use of it.

If you train low-level units here, the future developments will proceed more smoothly. Also, on this map you can obtain wind-attribute spell words, so you can simultaneously collect spells.

Name	Attrib v. H P	Type A K GRD PD	TEC	MGC	RES	MOV	JMP
Gladiator	Wood attribute 34 400 156 SPELL SKILL —	Melee 174 147 48	60	46	78	3	3
Gladiator	| Wood attribute 33 386 151 SPELL SKILL-	Near 172 144 45	57	44	75	3	3
Crusader	Wood attribute 33 369 159 SPELL SKILL —	Melee 172 144 55	70	47	75	4	3
Crusader	Wood attribute 34 382 165 SPELL SKILL —	Melee 174 147 58	73	49	78	4	3
Ranger	Wind attribute 33 350 159 SPELL SKILL —	Range 170 144 56	70	47	75	3	2
Ranger	Wind attribute 34 378 SPELL SKILL —	165 range 169 147 59	73	49	78	3	2
Cleric	Water attribute 33 352 201 Melee 144 131 45 SPELL SKILL Cure/Aqua/Clearer/Curar		57	157	77	3	2
Magician	Wind attribute 34 365 208 Melee 145 133 SPELL SKILL Wind Cutter Tech Boost/Venom/Slash Gale	48	60	163	80	3	2

Chapter 17

Event Battles

Heartbeat

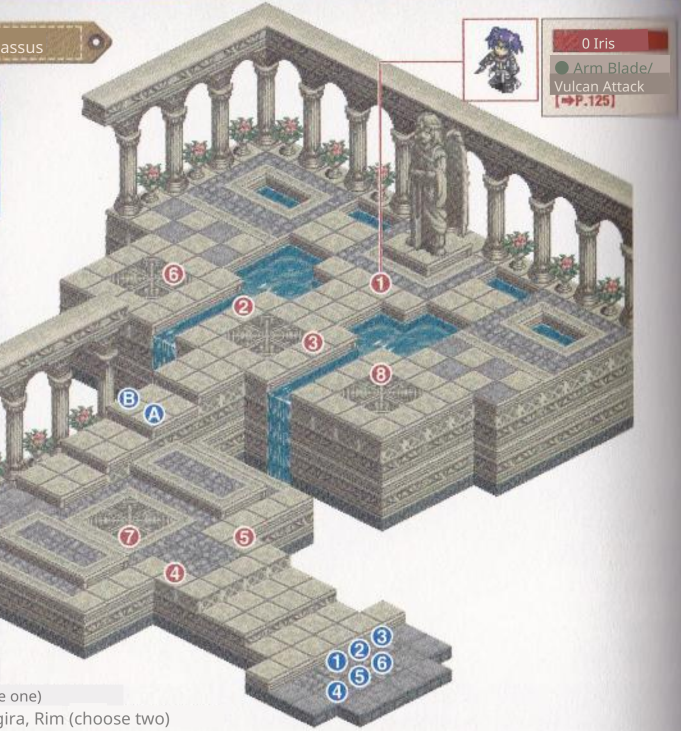
"Victory Condition: Protect Rusha"

Defeat Condition: Rusha becomes incapacitated

Number of Units That Can Participate

1. Statue of Parnassus

Forced-Participation Unit



Funds Obtained

5600

Acquired Items

Rim (100%)

Arkeboth (choose one)

Shino, Dia, Nogira, Rim (choose two)

Use Alf's skills to fight effectively

Although Alf has acquired new power, the situation is not easy. He and Rusha are being caught between enemies from front and rear, while the other companions are initially positioned in the rear. While repelling enemies, retreat and aim to regroup.

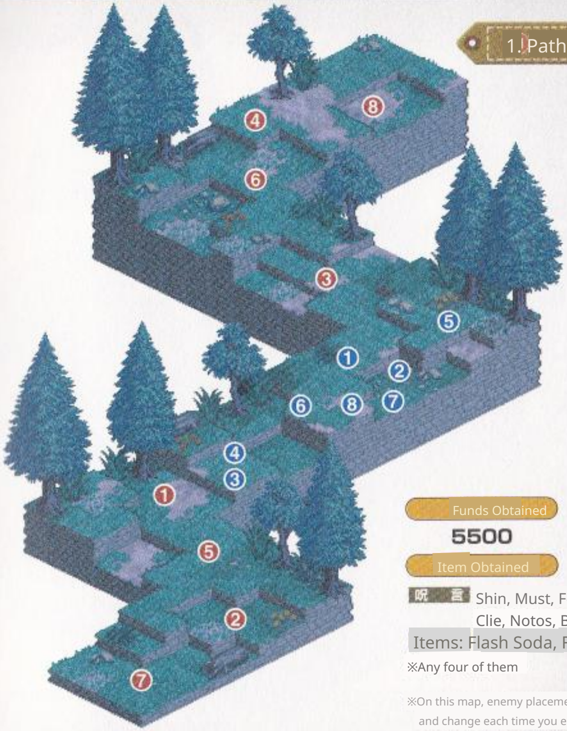
In that case, if Alf uses Rim Wall on Rusha beforehand, she will be safe. Repel enemies 4, 5, and 7, then face the remaining foes. Iris is a strong enemy who starts with 2 FP, but you should be fine once you link up and reorganize.

No. Name	Attribute	Lv.	HP	MP	タイプ	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
① Iris	Lightning Attribute	38	455	237	遠	197	166	69	87	196	109	4	3
	ESPELL SKILL Thunder/Lightning/Temptation/Point Shot/First Aid												
② Knight	Element: Lightning	34	400	156	Melee	174	170	49	60	46	84	3	2
	SPELL SKILL —												
③ Knight	3 Lightning attribute	38	427	167	Close	192	165	53	66	47	90	4	3
	SPELL SKILL —												
④ Knight	Lightning Attribute	34	400	156	Near	174	147	48	60	46	84	4	3
	SPELL SKILL —												
⑤ Knight	Lightning attribute	35	414	162	near	189	163	50	63	46	83	4	3
	SPELL SKILL —												
0 Cleric	Gate Water Attribute	35	378	216	近	158	148	50	63	176	89	3	2
	SPELL SKILL Cure/Aqua/Clearer/Curar/Splash												
7 Cleric	Water attribute	35	380	216	Near	157	147	51	64	177	86	3	2
	SPELL SKILL Cure/Aqua/Clearer/Curar/Splash												
⑧ Magician	Wind attribute	34	365	208	Near	145	133	48	60	183	87	3	2
	SPELL SKILL Wind Cutter/Sleep Wave/Slash Gale												

Chapter 17 Free Battle 11

Defeat all enemies! | Failure Condition: All allied units are defeated | Number of Units That Can Participate

1.! Path Buried in Trees



Funds Obtained

5500

Item Obtained

Shin, Must, Fom,
Clie, Notos, Bal

Items: Flash Soda, Flash Extract

※Any four of them

※On this map, enemy placements are not fixed, and change each time you engage in battle.

Handle dispersed enemies individually

On a long map, four enemies are placed vertically on both the upper and lower sides. Fighting both groups at once can be somewhat difficult, so first attack and defeat all four enemies on the lower side of the map together. After that, approach and deal with enemies coming from above. This map has many narrow horizontal areas. Because you may not be able to attack as you wish, consider deploying units skilled in long-range attacks or magic.

	Attrib s Lv. H P	タイプ	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
Gargoyle	When attribute 34 382 165 SPELL SKILL —	近	174	147	58	73	49	78	4	3
Gargoyle	Lightning attribute 37 422 182 Melee 194 166 66 SPELL SKILL —					83	51	83	4	3
Behemoth	Lightning attribute 35 414 162 Mid 189 163 50 63 SPELL SKILL —						46	79	4	3
Behemoth	Thunder element 36 427 167 中 192 165 53 66 SPELL SKILL —						47	82	4	3
Bolt Golem	When attribute 35 378 216 Melee 158 148 50 63 166 SPELL SKILL Thunder/Lightning/Attack Fall/Magic Fall							81	3	2
Bolt Golem	Required attribute [illegible] 223 Melee 160 150 53 66 170 SPELL SKILL Thunder/Lightning/Attack Fall / Magic Fall							84	3	2
Salamandra	Light element 35 396 171 Melee 189 163 60 77 49 79 SPELL SKILL —								3	2
Salamandra	Light element 36 409 176 Melee 192 SPELL SKILL —			165	64	80	50	82	3	2

Chapter 18: The Angels Descend

Event Battle

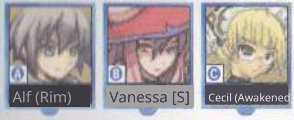
Victory condition: Defeat all enemies!

Failure Condition: All all

Number of Units That Can Participate

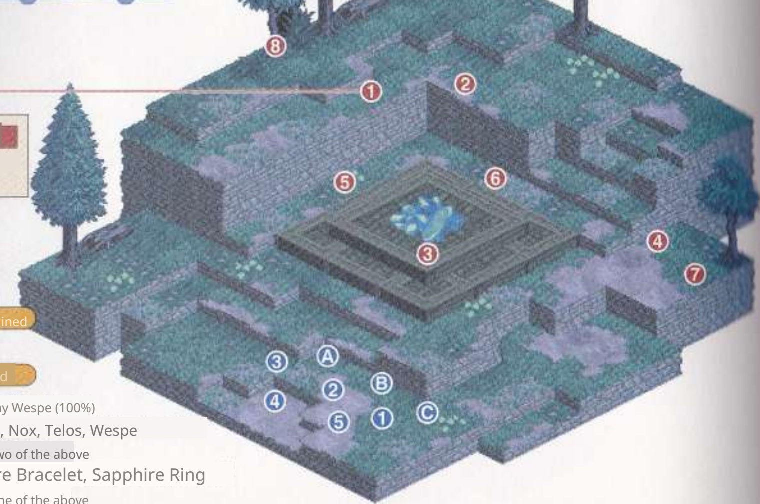
⑩ Forest of Oblivion

Forced-Participation Unit



1. Priel

Lovely Shot
[➡P.125]



Funds Obtained

6200

Item Obtained

Marriage Ceremony Wespe (100%)

Meran, Nox, Telos, Wespe

※Any two of the above

Item: Sapphire Bracelet, Sapphire Ring

※Any one of the above

Awakened Cecil is the key

The enemies are scattered and many units can attack from long range. Because there is a risk of being attacked unilaterally, advance quickly, defeat 5 and 6, and create a favorable situation beforehand. The ● Priel is fr

The Rush Drive will also be used by this formidable enemy, but Cecil, who has become a witch, has learned dark-attribute magic and can deal high damage to the light-attribute Priel. If it comes close, concentrate your attacks and defeat it.

No.	Name	Attributes | | Lv HP MP Type ATK GRD SPD TEC MGC RES MOV IMP									
❶	Priel	Light attribute 42 519 259 Speed 235 190 81 102 193 96 4 SPELL SKILL Shine/Guard Boost/Curer/Temptation/Photon Blast/Shadow Strike									3
❷	Yugo	Water attribute 40 504 231 192 142 58 90 185 88 SPELL SKILL Cure/ Squeeze/ Attack Fall/ Aqua/ Clearer								3	2
❸	Knight	Lightning attribute 38 455 178 Near 197 168 57 72 SPELL SKILL —						49	85	4	3
❹	Knight	雷属性 36 427 167 near 192 165 SPELL SKILL —				53	66	47	82	4	3
❺	Magician	Wind attribute 37 403 230 162 151 5近 SPELL SKILL Wind Cutter/Tech Boost/Venom/Slash Gale					69	184	85	3	2
❻	Magician	Wind attribute 36 390 223 Near 160 150 53 66 SPELL SKILL Wind Cutter/Tech Boost/Venom/Slash Gale						180	84	3	2
❼	Ranger	Wind attribute 37 422 182 Speed 190 166 66 80 51 SPELL SKILL —							83	4	3
①	Ranger	Wind attribute 37 422 182 SPELL SKILL —	遠	194	166	66	83	51	83	4	3

Free Battle

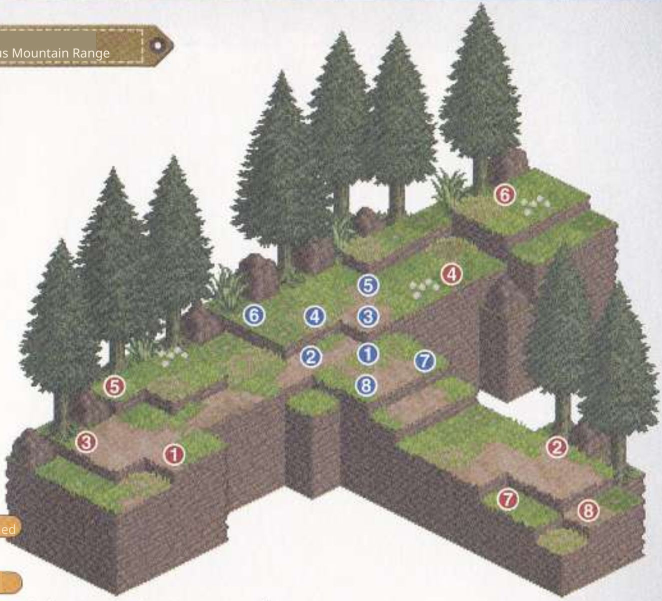
Chapter 18 Free Battle 12

Victory condition: defeat all enemies!

Defeat Condition: All allied units are defeated

Number of Units That Can Participate 8

① Sanctus Mountain Range



Funds Obtained

6000

Item

Kurōro, Rū, Ranta, Ōre Fāvu, Tie
Flash Soda, Flash Extract
Any four of them

※On this map, enemy placements are not fixed, and change each time you engage in battle.

Use tactics that take advantage of terrain

On a T-shaped map, enemies are dispersed in three directions. If you fight near the player's initial deployment, you'll be surrounded, so it's easier to first defeat the lightly defended enemy in the upper right and then wait there to ambush the remaining foes. Only short-range attackers appear here, so once you create a favorable situation, the rest of the fight becomes easy.

On this map, waiting together to ambush enemies is an effective method, but the enemy units all have high Attack. Be careful not to recklessly advance units with low Guard.

No.	Name	Eleme HP M ype AT RD	SPD	TEC	MGC	RES	MOV	JMP
❶〜❽	Lesser Demon	Wood 39 510 163 Melee 234 185 53		67	50	87	3	2
		SPELL SKILL —						
	Lesser Demon	Wood 38 495 158 Melee 229 184 51		64	49	85	3	2
		SPELL SKILL —						
	Thunderbird	Wood 39 448 193 Melee 200 169 72		90	53	87	4	3
		SPELL SKILL —						
	Thunderbird	Wood 38 435 188 Melee 197 168	69	87	52	85	4	3
		SPELL SKILL —						
	Salamander	Light attribute 38 427 167 melee 192 165 53		66	47	82	3	2
		SPELL SKILL —						
	Salamandra	Potion Light attribute 39 455 178 近 197 168	57	72	49	85	3	2
		SPELL SKILL —						
	Garm	Water attribute 37 422 182 melee 194 166	66	83	51	83	4	3
		SPELL SKILL —						
	Garm	Ring Water attribute 40 462 199 melee 203 170 74 94 55				90	4	3
		SPELL SKILL —						

第 Chapter 19 Altar of Souls

Event Battle

Victory condition: Defeat all enemies!

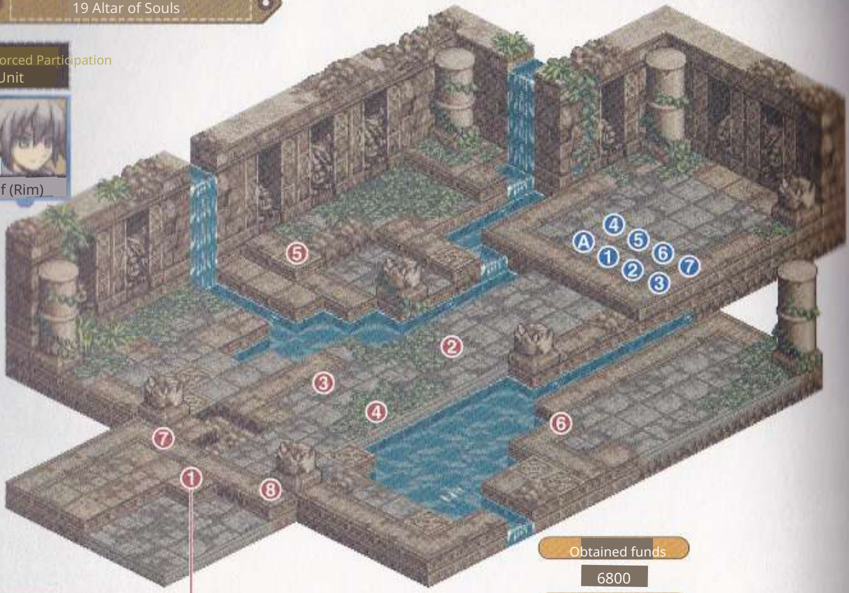
Failure Condition: All allied units are defeated

Number of Units That Can Participate 8

19 Altar of Souls

Forced Participation Unit

Alf (Rim)



0 Iris

Arm Blade / Vulcan Atta

クノ Eraser Cross [P.125]

Obtained funds

6800

Obtained item

呪言 Sorbe, Notos, Braat, Farv, Chino, Roum, Roga

*Any four of them

• Beware of Iris's flash drive

Iris starts with 3 FP from the beginning and is able to use Flash Drive. If "Eraser Cross" is used, rear-line units will not be able to withstand it. When Iris approaches, Alf and others, Gar…

You have no choice but to use a high-defense front-line unit as bait to endure the attacks. If you defeat Iris after she approaches, there will be no remaining enemies that pose a threat. Picking them off one by one will be fine.

	Attrib Lv. HP MP 5 ATK G D SPD T C MGC ES MO JMP						
① Iris	Thunder Element 44 556 290 234 175 88 111 207 119 4 G SPELL SKILL Thunder/Lightning/Temptation/Plasma Bolt/Point Shot/First Aid						
② Armor Knight	Two Thunder Element 39 469 183 Melee 200 169 59 75 50 87 SPELL SKILL —					4	3
③ Armor Knight	Thunder attribute 38 455 178 Close 197 168 57 72 49 85 SPELL SKILL —					4	3
① Armor Knight	Thunder attribute 40 483 189 Close 203 170 SPELL SKILL —	61	77	52	90	4	3
6 Ranger	2 Wind attribute 39 448 193 Ranged 200 169 SPELL SKILL —	72	90	53	87	4	3
⑥ Ranger	Wind attribute 38 435 188 Speed 197 168 69 SPELL SKILL —		87	52	85	4	3
① Deacon	Door Water element 38 415 237 164 近 2 57 72 185 SPELL SKILL Cure/Aqua/Clearer/Curar/Splash				87	3	2
① Wizard	- Lightning element 39 428 244 Melee 167 152 59 75 191 SPELL SKILL Fire Flame/Attack Boost/Guard Fall/Heat Storm				89	3	2

Chapter 20

Event Battles

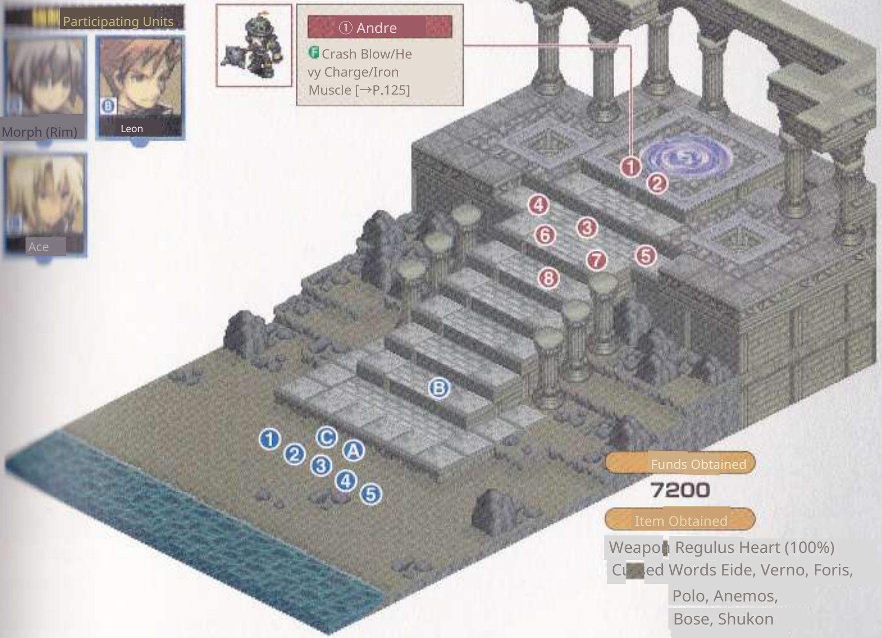
Lion's Emblem

Victory condition: defeat all enemies!

Defeat Condition: All allied units are defeated

Number of Units That Can Participate 8

Sentwit Coast



① Andre
Crash Blow/Heavy Charge/Iron Muscle [→P.125]

Funds Obtained

7200

Item Obtained

Weapon Regulus Heart (100%)
Cu[illegible]ed Words Eide, Verno, Foris,
Polo, Anemos,
Bose, Shukon
*Any three of the above

Consider strategies against physic

cks André and the Kung Fu Master, who have high Attack, will form the enemy's main force. Their offensive power is astonishing, so if you do not properly equip frontliners like Alf and Heath, it becomes extremely dangerous. In this map there are name attributes

Rufu's "Lim Shield" is useful. It is recommended to advance the frontline unit affected by its effect while the rest fall back to the rear to intercept the enemy. Endure the enemy's attacks and look for openings to counterattack.

No			Lv.	HP	MP	タイプ	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
①	André	火属性	45	625	200	近	315	216	72	95	48	51	3	2
		SPELL SKILL —												
②	Bishop	Water element	40	441	252	melee	169	153	61	77	188	92	3	2
		SPELL SKILL Cure/Aqua/Clearer/Curaler/Splash/Sleep Wave												
③	Bishop	Water element	39	428	244	melee	167	152	59	75	183	89	3	2
		SPELL SKILO Cure/Aqua/Clearer/Curaler/Splash/Sleep Wave												
④	Kung Fu Master	Fire element	42	565	180	melee	245	190	60	75	56	96	4	3
		SPELL SKILL —												
⑤	Kung Fu Master	Fire attribute	41	501	196	melee	207	172	64	80	54	92	4	3
		SPELL SKILL —												
	① Kung Fu Master	Fire attribute	41	545	174	near	241	188	57	72	54	92	4	3
		SPELL SKILL —												
⑦	Kung Fu Master	Fire attribute	40	525	168	near	237	186	55	69	52	90	4	3
		SPELL SKILL —												
	0 Kung Fu Master	☐ Fire attribute	40	483	189	near	203	170	61	77	52	90	4	3
		SPELL SKILL —												

Chapter 21 Holy Touch-1

Event Battle 1

◎Victory condition: defeat all enemies!

Failure Condition: All alli

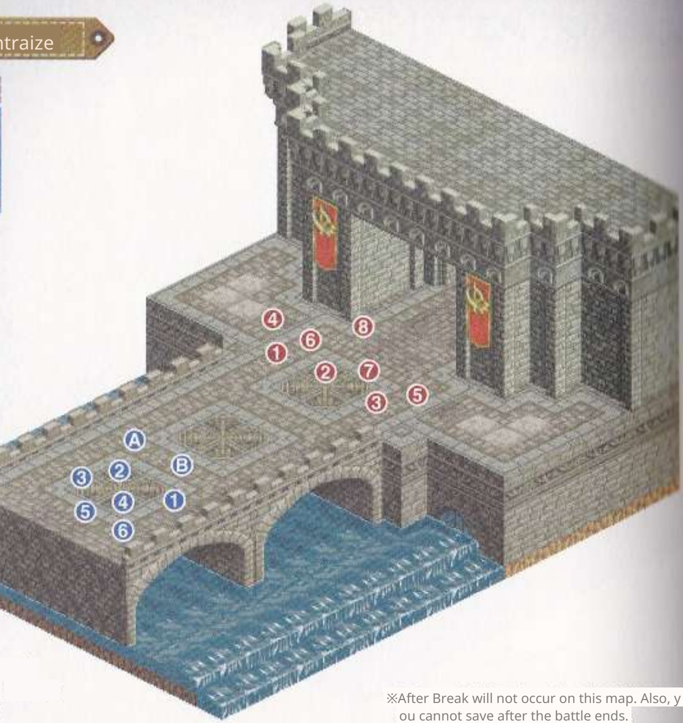
Number of Units That Can Participate

②Holy City Centraize

Forced-Participation Unit

Ⓐ [Alf (Lim)

Ⓑ Vanessa



Funds Obtained

7400

Item Obtained

Notos, Bal,
Shukon, Sereno,
Racto, Rios, Esto
※any four of them

※After Break will not occur on this map. Also, you cannot save after the battle ends.

Three consecutive battles of threat. Take the first fight easy.

There is nothing separating enemies and allies, and because the distances between them are short, it is easy for battles to become chaotic. Keep dealing damage before the enemies get close and aim to defeat them quickly with a blitz attack. In that case, use Alphonse (or similar) to...

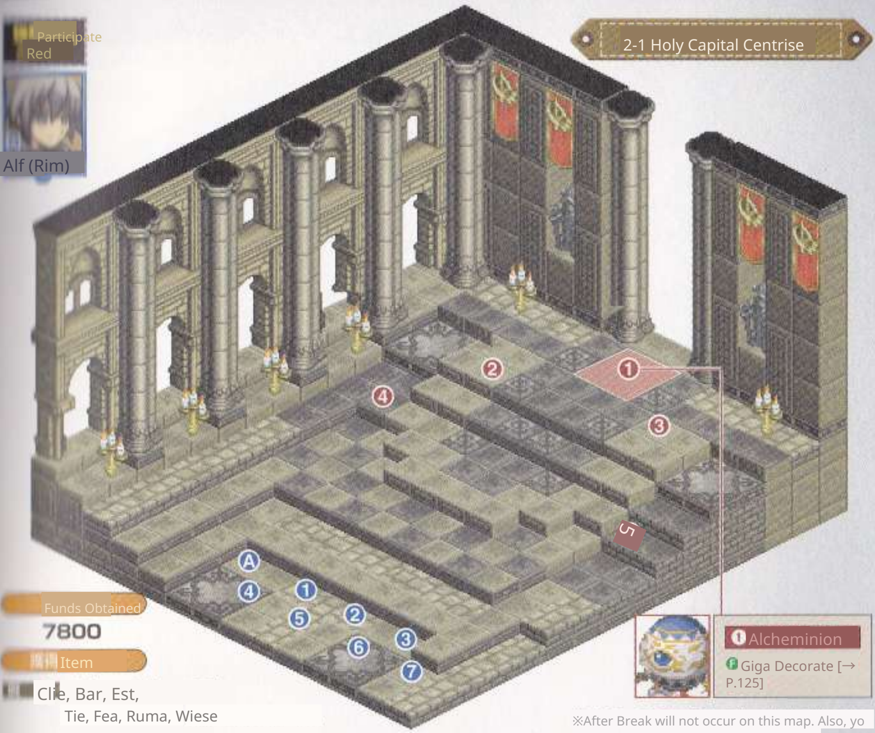
Act as a decoy to draw in enemies, and if you repeatedly hit the gathered foes with area-of-effect offensive magic, you should be able to defeat them without much trouble. Since there are especially many lightning-attribute enemies, light and dark attributes are effective. Attribute Lv. HP MP Type ATK GRD SPD TEC MGC RES MOV JMP Rice Attribute 40 483 189 Melee 203 17061 77 52 110 3 2 SPELL SKILL

❶ Temple Knight							
② Temple Knight	Attribute 41 501 196 Approximately 207 172 64 80 SPELL SKILL —			54	112	3	2
❸ Temple Knight	When attrib 42 519 203 Physical 210 174 67 SPELL SKILL —		84	56	116	4	3
④ Marks	Wind attribute 40 462 199 Combo 203 170 SPELL SKILL —	74	94	55	110	4	3
6 Marks	Wind attribute 41 479 207 Speed 207 172 78 SPELL SKILL —		97	57	112	4	3
⑥Wizard	Current attribute 41457261 Melee 172 155 64 80 SPELL SKILL Fire Flame/Heat Storm/Temptation			205	115	3	3
7 Wizard	Thunder attribute 40 441 252 Melee 169 153 61 77 SPELL SKILL Fire Flame/Heat Storm/Temptation			201	112	3	3
0 Bishop	Water attribute 42 474 271 Melee 175 157 67 84 SPELL SKILL Cure/Aqua/Clearer/Curar/Splash			207	118	4	3

Chapter 21: Holy Touch - 2

Event Battle 2

Defeat all enemies! | Failure Condition: All allied units are defeated | Number of Units That Can Participate 8


Participate Red

Alf (Rim)

2-1 Holy Capital Centrise

① Alchemininion

Giga Decorate [→ P.125]

Funds Obtained

7800

Item

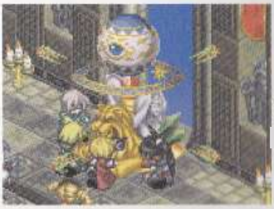
Clie, Bar, Est, Tie, Fea, Ruma, Wiese

※Any four of them

※After Break will not occur on this map. Also, you cannot save after the battle ends.

Time your move and finish the fight all at once

The number of enemies is small—only five—and the ● Alcheminion does not move at all, so unless you approach it, it won't hurt or bother you. It can be said that the difficulty is not that high. First, defeat the four Alchemic Eyes and firmly build up FP before beginning your actions. The most reliable method is to take down all the Alcheminions at once.


◀ The Alcheminion's normal attack is a special type that targets all s All tiles are within the attack range of this special type. The hit probability is not high, but be careful when many adjacent allies are nearby.

No.	Name	Attributes	Lv.	HP	MP	タイプ	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
❶	Alcheminion	Thunder attribute	45	750	300	特	315	270	100	125	285	175	0	2
		SPELL SKILL Thunder / Lightning / Plasma Bolt / Magic Fall / Resist Fall / Aiming												
❷	Alchemic Eye	Thunder attribute	42	474	271	近	175	157	67	84	199	118	4	3
		SPELL SKILL Thunder/Lightning												
❸	Alchemic Eye	雷属性	42	474	271	Melee	175	157	66	84	199	118	4	3
		SPELL SKILL Thunder/Lightning												
①	Alchemic Eye	Current attribute	42	474	271	Melee	175	157	68	84	199	118	4	3
		SPELL SKILL Thunder/Lightning												
❺	Alchemic Eye	Thunder attribute	42	474	271	Melee	175	157	69	84	199	118	3	3
		SPELL SKILL Thunder/Lightning												

Chapter 21

Event Battle 3

Holy Touch - 3

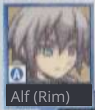
"Victory Condition: Defeat all

Failure Condition: All allied units are defeated

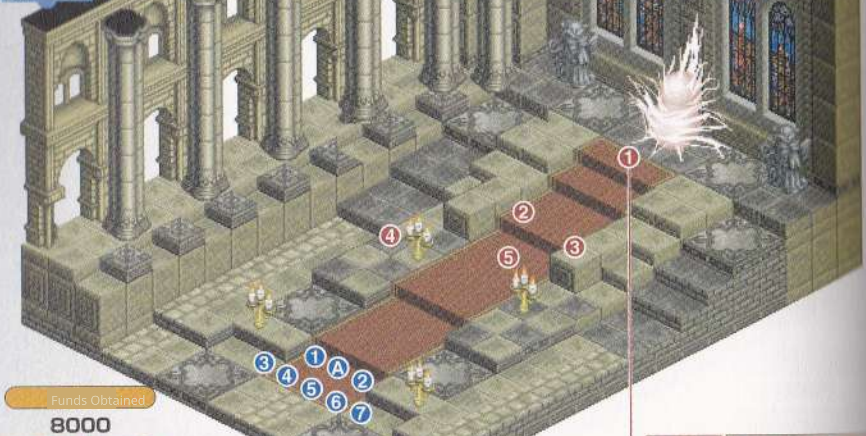
Number of Units That Can Participate

2 Holy Capital Centraize

Forced Participation Unit



Alf (Rim)



Funds Obtained

8000

Item Obtained

Roga, Weiss, Roum, Ruma, Fave, Tie, Chino, Faire

※Any four of them

1. Priel

Lovely Shot/ Fallen Love (+ P.125)

Maintain maximum caution toward Priel

Like "Seichu-2", the map contains only five enemies, but their abilities are on a completely different level. In particular, Priel's attacks are extremely powerful; taking a hit will not end without consequences. Aim to defeat the enemies quickly before damage accumulates. If Priel approaches, make it your top priority to attack her.

When Brielle's FP fills, she immediately uses Flash Drive. Its power is enough to incapacitate even front-line units. You should defeat her before that happens.

No.	Name	Element Lv. HP MP Type ATK GRD SPO TEC MGC RES MOV JM
①	Priel	MP Type ATK GRD SPO TEC MGC RES MOV JM Potion Light element 46 600 300 335 230 95 120 215 135 4 3 SPELL SKILL Shine / Guard Boost / Curarer / Temptation / Photon Blast / Resist Fall / Strike
2.	Deacon Mage	Gate Water element 42 474 271 if 175 157 6784 223 138 4 SPELL SKILL Curer / Aqua / Clearer / Curarer / Splash / Sleep Wave / Paralyze
③		Fire element 41 457 261 Melee 172 155 64 80 224 135 4 SPELL SKILL Fire Flame / Attack Boost / Guard Fall / Heat Storm / Rejection
1.	Armor Knight	Forest Thunder element 43 538 210 Melee 231 185 140 123 57 128 5 3 SPELL SKILL
1.	Armor Knight	Thunder elem 42 519 203 Melee 210 174 130 124 56 126 5 3 SPELL SKILL —

Chapter 21 Free Battle 13

Free Battle

Victory condition: defeat all enemies!

Defeat Condition: All allied units are defeated

Number of Units That Can Participate 8

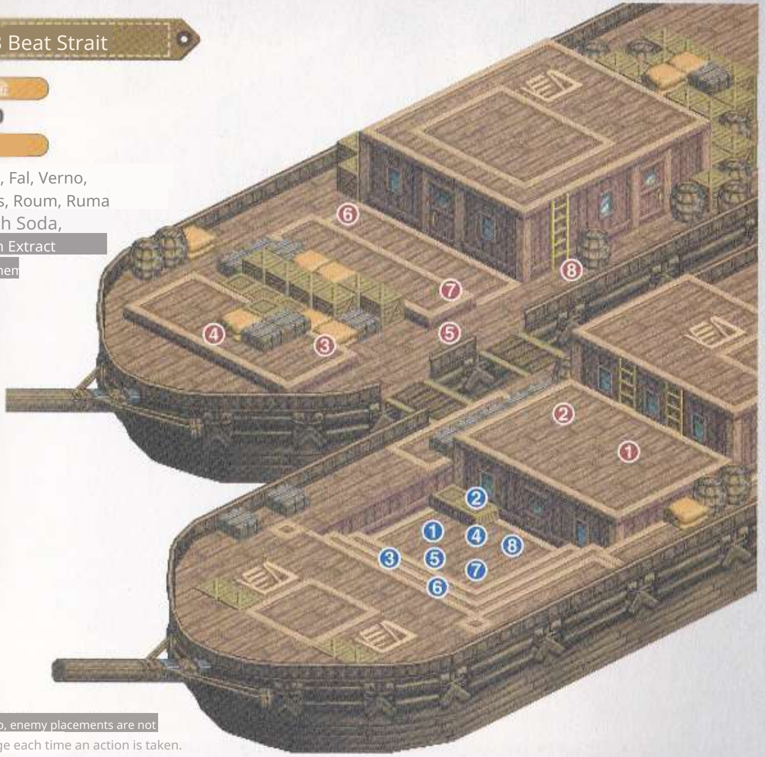
3 Beat Strait

6200

Item

Eide, Fal, Verno,
Foris, Roum, Ruma
Flash Soda,
Flash Extract

Any four of them



On the map, enemy placements are not
and change each time an action is taken.

Prepare your formation before enemies approach

On a vast map made of several linked ships, the main warships are connected by bridges. The battle will take place around those bridges. From the player's starting positions, enemies that are very close will attempt to flank and attack ❶ name and attributes while attacking, block the bridges between ships with units. If you do this, responding to approaching enemies becomes much easier and the battle will be simpler.

	Lv. HP MP ATK GRD SPD TEC MGC RES MOV JMP						
Minotaur	Wood attribute 45 550 237 Melee 236 189 92 116 65 124 4 SPELL SKILL —						3
Minotaur	Wood attribute 44 532 229 Melee 234 18788 SPELL SKILL —		111	63	121	4	3
Lizardman	Flower Water attribute 44 605 193 Melee 274 205 SPELL SKILL —	65	82	59	121	3	2
Lizardman	Water attribute 45 625 200 Melee 276 207 68 SPELL SKILL —		85	61	124	3	2
Cerberus	Fire attribute 45 525 300 Melee 197 171 76 95 216 127 SPELL SKILL Fire Flame / Attack Boost / Guard Fall / Heat Storm					3	2
Cerberus	Fire attribute 44 508 290 if 195 170 73 92 210 124 [SPELL SKILL Fire Flame / Attack Boost / Guard Fall / Heat Storm					3	2
Griffin	2 Wind attribute 45 575 225 Melee 236 189 76 95 61 121 SPELL SKILL —					4	3
Griffin	"Wind Attribute 44 556 217 Near 234 187 SPELL SKILL" —	73	92	59	121	4	3

❶ ~ ❽

Chapter 22: Round Table Organization

Event Battle

Victory condition: Defeat all enemies!

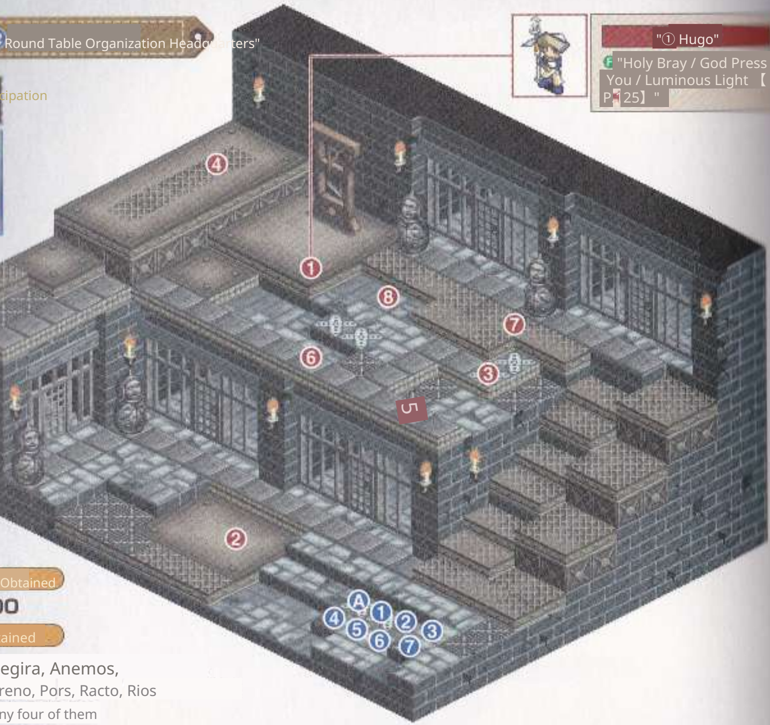
Failure Condition: All allied units are defeated

Number of Units That Can Participate

"② Round Table Organization Headquarters"

Forced Participation Unit

Alf (Rim)



"① Hugo"

"Holy Bray / God Press You / Luminous Light 【P 125】"

Funds Obtained

8200

Item Obtained

Juburat, Megira, Anemos,
Sereno, Pors, Racto, Rios
*Any four of them

Keep pushing straight upward

Since the enemies are mostly units capable of ranged attacks, you will be at a disadvantage unless you deliberately advance toward the areas where many enemies await. There are not many enemies with high movement, so progressing upward should not be that difficult.

Also, if possible, try to attack ⑦⑧ from the bishop first. If they use healing magic, the battle will be prolonged. Hugo starts with 3 FP, so be careful not to approach recklessly.

No.	Name	Element Lv. HP MP Type ATK GRD SPD TEC MGC RES MOV JMP
①	Yugo	Water 48 672 308 Melee 250 190 81 124 221 139 3 2 SPELL SKILL Cure / Squeeze / Attack Fall / Aqua / Clearer / Venom / Sleep Wave / Splash
②	Sorcerer	Dark 44 508 290 Melee 195 170 73 92 210 124 3 2 SPELL SKILL Dark / Abyss / Magic Boost / Confuse / Resist Fall
③	Sorcerer	√ Open attributes 45 525 300 197 171 近 95 216 127 3 2 SPELL SKILL Dark/Abyss/Magic Boost/Confuse/Resist Fall
④	Sorcerer	Closed attributes 46 546 312 Melee 218 191 79 99 221129 3 2 SPELL SKILL Dark/Abyss/Magic Boost/Confuse/Resist Fall
⑤	Sagittarius	Wind attribute 44 532 229 Long 234 187 88 111 63 121 4 3 SPELL SKILL —
⑥	Sagittarius	"Wind attribute 45 550 237 Ranged 236 189 92 116 65 124 4 3 SPELL SKILL —
7	Bishop	Water attribute 43 491 280" 近 192 168 70 88 204 120 3 3 SPELL SKILL Cure/Aqua/Clearer/Curer/Splash/Sleep Wave/Baralize
⑧	Bishop	Water attribute 47 567 324 Melee 219 193 82 103 226 121 3 3 SPELL SKILL Cure/Aqua/Clearer/Curer/Splash/Sleep Wave/Baralize

Chapter 22 Free Battle 14

Free Battle

Defeat all enemies! | Failure Condition: All allied units are defeated | Number of Units That Can Participate 8

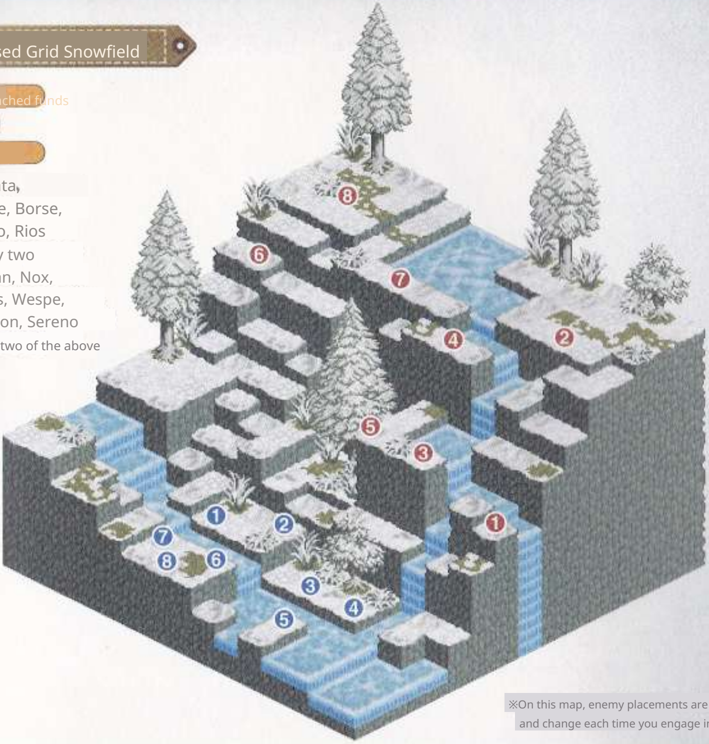
(1) Cursed Grid Snowfield

Black attached funds

6400

Item

Frau Nata,
Arche, Borse,
Racto, Rios
※Any two
Meran, Nox,
Teros, Wespe,
Shukon, Sereno
※Any two of the above



※On this map, enemy placements are not fixed, and change each time you engage in battle.

Advance using the complex terrain Because the elevation changes sharply and there are many steps, this is a rather difficult map to fight on. The enemies are dispersed across the heights, so merely waiting will put you at a disadvantage. From there, move everyone toward the direction where the right side is lying in ambush [Name] At

tribute Lv. HP MP Type ATK GRD SPD TEC MGC RES MOV JMP Lv. HP MP Type ATK GRD SPD TEC MGC RES MOV JMP

Gate Water attribute 47 621 243 Melee 263 214 82 103 64 127 3 2 SPELL SKILL

I recommend proceeding this way. The six enemies on t[illegible] chasing from behind, so you won't have to face all enemies at once. Advance as a group and defeat the enemies one by one.

① ③

No.	Name	Data
① ~ ⑧	Fenrir	—
	Fenrir	Gate Water attribute 46 598 234 Melee 261 212 79 99 63 126 3 2 SPELL SKILL —
	Shimēru (Shimeru)	5 Water attribute 47 594 256 near 263 214 100 125 68 109 4 3 SPELL SKILL —
	Shimēru (Shimeru)	A Water attribute 46 572 247 Melee 261 212 96 120 67 106 4 3 SPELL SKILL —
	Ice Golem	Water attribute 46 546 312 Melee 218 191 79 99 221 109 3 2 SPELL SKILL Cure/ Aqua/ Clearer/ Curarer/ Splash/ Sleep Wave/ Paralyze/ Ice Crash
	Ice Golem	Water attribute 47 567 324 219 195 82 103 226 111 3 2 SPELL SKILL Cure/ Aqua/ Clearer/ Curarer/ Splash/ Sleep Wave/ Paralyze/ Ice Crash
	Balrog	Lightning attribute 47 675 216 Melee 307 234 73 92 64 129 3 3 SPELL SKILL —
	Balrog	Lightning attribute 46 650 208 Melee 305 232 71 89 63 126 3 3 SPELL SKILL —

Chapter 23

Event Battles

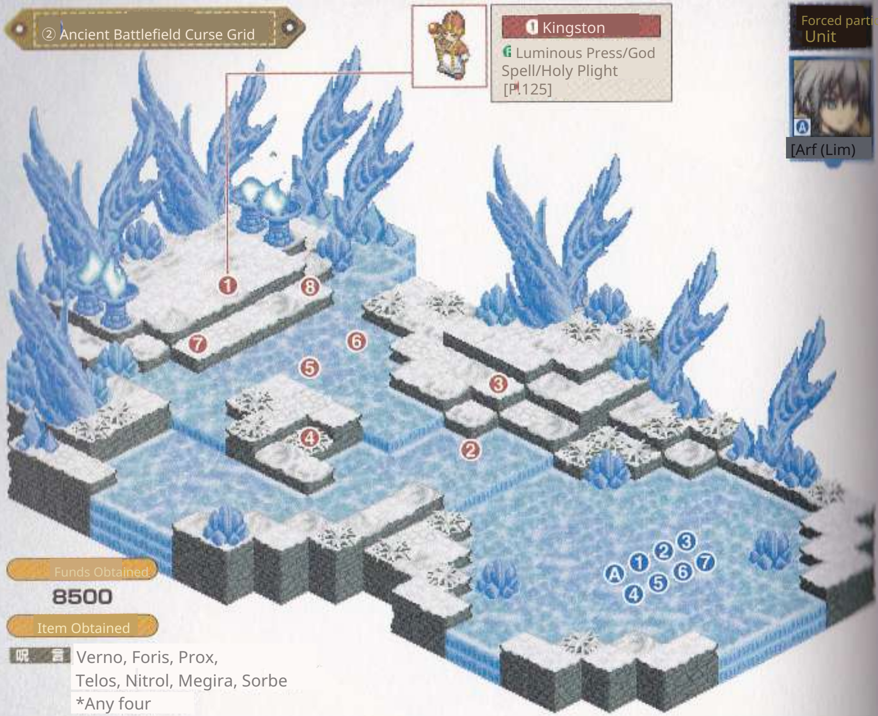
God's Cocoon

"Victory Condition: Defeat all enemies!"

Defeat Condition: All allied units are defeated

Number of Units That Can Participate 8

② Ancient Battlefield Curse Grid


Kingston
Luminous Press/God Spell/Holy Plight
[P.125]
Forced participation Unit
A
[Arf (Lim)
1
2
3
4
5
6
7
8
A
1
2
3
4
5
6
7

Funds Obtained

8500

Item Obtained

呪　言 Verno, Foris, Prox,
Telos, Nitrol, Megira, Sorbe
*Any four

Beware enemy area-of-effect attacking magic.

The biggest problem on this map is that the entire central ice surface is water-attribute terrain. Because of this, offensive magic used by water-attribute units deals astonishingly high damage. Also, Kingston starts with 3 FP

Because they gather together, if you advance as a mass you will be wiped out easily. Advance cautiously while taking the range of magic effects into account, and first quickly defeat two or so enemies. Then wait nearby and fight from there. LV. HP MP 17 ATK GRD SPD TEC MGC RES MOV IMI Water element 52 787 378 Melee 351 243 107 135 241 150 3

No.	Nam	属性							
1	Kingston	SPELL SKILL Shine/Curer/Clearr/Quiet/Splash/Magic Boost/Paralyze/Ice Crush							
②	Ice Golem	Water eleme 47 56 324 Melee 2 193 8 103 2 121 [SPELL SKILL Aqua/Splash/Ice Crush						3	
③	Ice Golem	Water element 588 33 Melee SPELL SKILL Aqua/Splash/Ice Crush	195	85	107	231	125	3	
4	Ice Golem	- Water element 49 609 348 Melee 223 197 SPELL SKILL Curaer/Cure All		88	111	237	127	3	
⑤	Horn Kaiser	Wood element 48 700 224 Medium 309 236 76 SPELL SKILL —			96	66	121	4	
⑥	Horn Kaiser	Wood element 49 725 232 Medium 312 239 79 99 68 124 [SPELL SKILL —						4	
7	Gargoyle	Medicine Thunder element 48 616 266 Near SPELL SKILL —	265	216	103	129	70	121	4
8	Gargoyle	Thunder attribute 49 638 275 Close SPELL SKILL —	268	218	106	134	72	124	4

Chapter 23 Free Battle 15

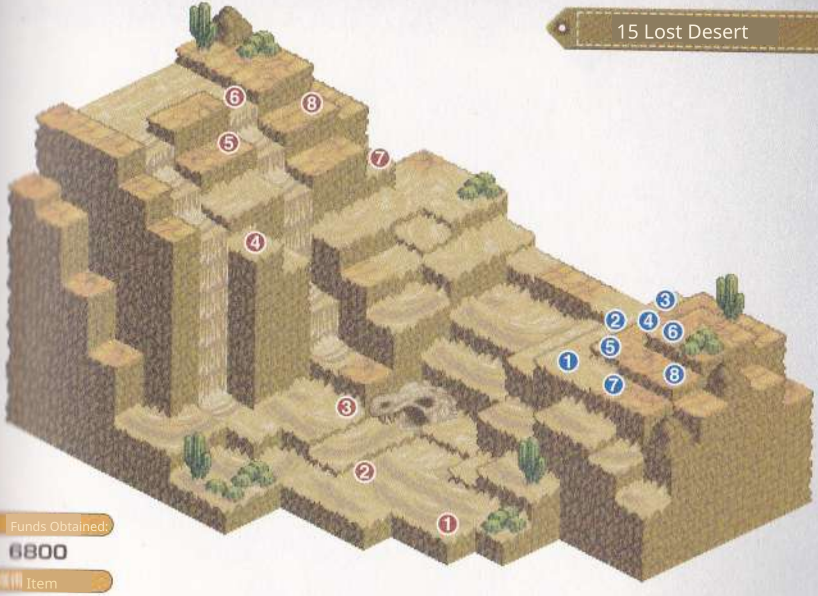
Free Battle

Objective: Defeat all enemies!

Failure Condition: All allied units are defeated

Number of Units That Can Participate

15 Lost Desert



Funds Obtained:

6800

Item

One of Ineq, Bio, Simul, Nitl, Brat, Megira ×2
One of Shino, Dia, Nogira, Rim, Sorbe, Esto ×2

※On this map, enemy placements are not fixed, and change each time you engage in battle.

• Can fight from a favorable position from the start

The enemies and allies are positioned quite far apart, and both sides are set in their initial placements, which characterizes this map. Do not move much from the starting formation; occupying the high gro and attacking enemies as they approach is the safest tactic. Defeat the relatively nearby enemies in positions 1–3 first, then face the remaining foes.

◀ Among the enemies is a Sand Golem that uses status-inflicting magic. If multiple units are paralyzed by Paralyze, it becomes a critical situation, so be sure to recover them immediately.

①〜③

Name	Attribute	Lv.	HP	MP	Type	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
Basilisk	Light SPELL SKILL —	50	690	270	Melee	270	220	91	114	71	129	3	3
Basilisk	Light SPELL SKILL —	49	667	261	Melee	268	218	88	111	68	121	3	3
Griffin	Wind attribute SPELL SKILL —	50	750	240	Melee	315	241	81	102	71	129	4	3
Griffin	Tomoe Win SPELL SKILL —	49	725	232	Melee	312	239	79	99	68	124	4	3
Sand Golem	※ Light attribute SPELL SKILL Needle Wood / Guard Boost / Tech Fall / Jungle Combo / Paralyze / Squeeze	50	630	360	Melee	225	199	91	114	243	128	3	3
Sand Golem	※ Light attribute SPELL SKILE Needlewood/Guard Boost/Tech Fall/Jungle Combo/Paralyze/Squeeze	49	609	348	Melee	223	197	88	111	237	127	3	3
Salamandra	* Light attribute SPELL SKILL —	49	638	275	Near	268	218	106	134	72	124	4	3
Salamandra	Light attribute SPELL SKILL —	50	660	285	Melee	270	220	110	138	75	129	4	3

Chapter 2

Event Battles

Hoshi no Uro

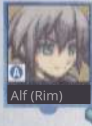
Victory Condition: Defeat all

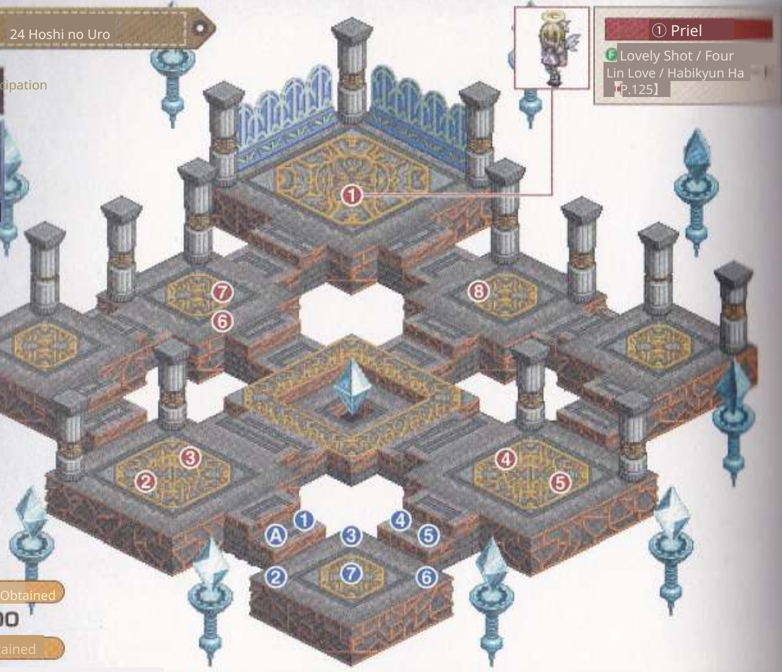
Defeat Condition: All allied units are defeated

Number of units that can participate: 8

24 Hoshi no Uro

Forced Participation Unit


Alf (Rim)



① Priel

Lovely Shot / Four Lin Love / Habikyun Ha 【P.125】

Funds Obtained

9000

Item Obtained

Headgear Yellow Ribbon (100%)

Curse Wies, Ruma, Tie, Fae, Megira, Bar — any three of them

Be prepared to fight while accepting a certain amount of damage.

Because the enemy formations are widely separated, it is easy to fight. At first split into two groups; after defeating 2–6 enemy units, rendezvous in the center. Prieru starts with 3 FP; when approached, she will do something outrageous.

It uses a powerful Flash Drive. You have no choice but to send one ally ahead as a decoy to block it. If they withstand the Flash Drive, counterattack all at once and take down Priel first. Lv. HP MP 17 ATK GRD SPD TEC MGC RES MOV JM Light attribute 55 770 385 355 250 115 145 260 160 4 SPELL SKILL Shine / Guard Boost / Curarer / Temptation / Photon Blast / Resist Fall Water attribute 51 645 3

		68 2
❶	Briel	遠 2 7 200 91 114 248 143 3 [SPELL SKILL Aqua / Splash / Ice Crash / Curarer / Cure All
❷	Ice Golem	近
❸	Ice Golem	Water attribute 52 661 378 melee 229 201 93 116 253 146 3 SPELL SKILL Aqua/Splash/Ice Crash/Curer/Cure All
❹	Fire Golem	Fire attribute recommendation 51 645 368 melee 227 200 91 114 248 143 3 SPELL SKILL —
⑥	Fire Golem	Fire attribute 52 661 378 melee 229 201 93 116 253 146 3 SPELL SKILL —
⑥	Garm	Four Water attribute 52 693 299 Melee 275 222 112 141 78 143 5 4 SPELL SKILL —
❼	Lesser Demon	Wood attribute 52 787 252 Melee 321 243 83 104 74 143 3 SPELL SKILL —
❽	Lesser Demon	Wood Attribute 51 768 245 Near 318 242 81 102 72 140 3 SPELL SKILL —

Chapter 25

Event Battles 1

Light—1

Defeat all enemies!

Failure Condition: All allied units are defeated

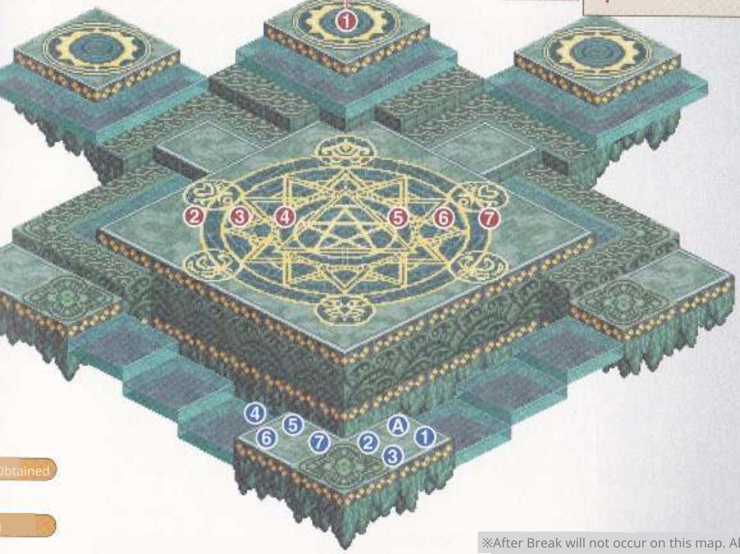
Number of Units That Can Participate

25 Sanctuary Canal

Pure Fresh Participation

Nit

Gillra (Rim)



① Zehal

God Scales / Flash Bolt / Light of Heaven [P.125]

Funds Obtained

0

Item

Happy

※After Break will not occur on this map. Also, you cannot save after the battle ends.

Beware of the Angels

The key on this map is how to defeat enemies 2–7. Each has different status characteristics, so you need precise attacks that hit their weaknesses. Zehal starts with 3 FP, but if you can endure the Flash Drive he uses at the beginning, you can defeat him easily. It will be easier if you reduce the number of enemies 2–? before Zehal closes in.

Some enemies use Temptation. If multiple allied units are affected it becomes troublesome, so be sure to deploy a healer.

	Name	Attributes	Lv. HP P 17 A GRD S TEC MGC RES MOV JMP						
①	Zehal	Non-attribute SPELL SKILL Heat Storm/Confuse/Magic Boost/Cure All/Rejection/Plasma Bolt	59 840 420 Melee 345 270 125 155 295 180 5 4						
②	Varcher	☐ Light attribute 53 600 300 Melee 210 170 90 115 275 200 SPELL SKILL Shine Resist Fall/Temptation						4	3
③	Vatcher	3 Light attrib SPELL SKILL -	53 750 0 Melee 325 360 70 125 0 100					4	3
④	Vatcher	Light attribute SPELL SKILL Shine/Guard Boost/Curer/Photon Blast	53 600 300 Melee 215 165 95		115	275	200	4	3
⑤	Abyss Angel	Gate Light attribute 53 600 300 Close 235 170 100 SPELL SKILL Shine/Resist Fall/Temptation			115	275	200	4	3
⑥	Abyss Angel	Light attribute 53 750325 360 近 SPELL SKILL —		75	125	0	100	4	3
⑦	Abyss Angel	Gate Light Attribute SPELL SKILL Shine / Guard Boost / Curara / Photon Blast	53 600 300 Melee 230 165	95	115	275	200	4	3

Chapter 25 Light -2

Event Battle 2

Victory Condition: Defeat all enemies!

Defeat Condition: All allie

Number of Units That Can Participate

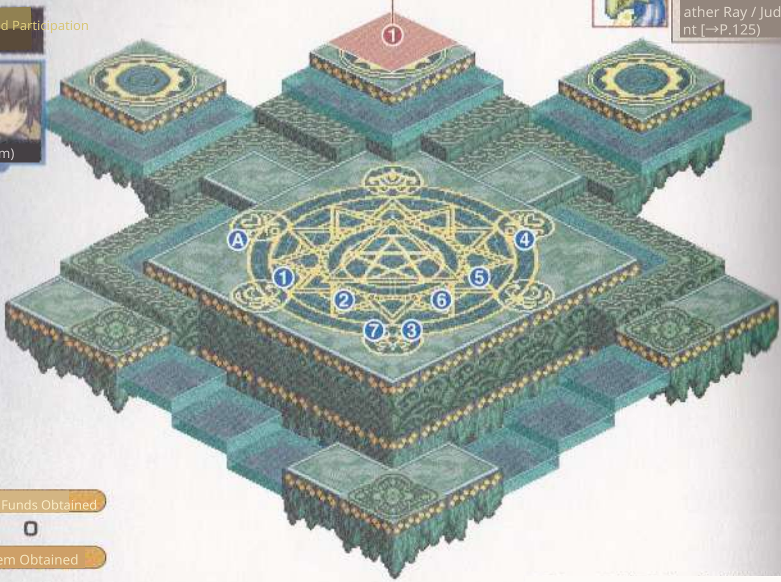
25 Sanctuary Canal

Forced Participation Unit

Alf (Rim)

① The Wings of the Final Curtai

Ⓕ Godwind Weather Ray / Judgment [→P.125)



Funds Obtained

0

Item Obtained

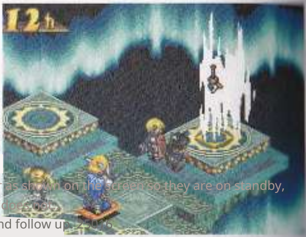
None

※ Afterbreak will not occur on this map.

The way you handle the first attack determines success or failure.

This map's biggest challenge comes immediately after the start. The Wings of the Final Curtain will always use the Flash Drive "Judgment" on their first action. This attack covers the entire map so it cannot be avoided, its additional effect causes paralysis, and it also grants the user magic reflection—an extremely dangerous combination. However, if you can survive it, you still have a good chance of victory. Heal injured allies and press the attack using non-magical methods. The Wings of the Final Curtain also have the trait of teleporting every few turns. They randomly move among three terrain positions at the back of the map, including their starting position, so position pursuer units to be able to respond.

▶ If you can withstand "Judgment," you will hav [illegible] e broken through and can regroup to launch a counterattack.



▶ To prepare for the Wings of the Final Curtain's movement, place [illegible] units in the rear as shown on the screen so they are on standby, Even if moved, (it) does not... You can pursue and follow up. 25076

No.	Name	Attribute Lv. HP MP Type ATK GRD SPD TEC MGC RES MOV JMP
❶	Wing of the End	Non-attribute 67 999 999 #375 300 215 135 435 195 0 3 「SPELL SKILL Chaos Flare/Reflection/Lightning/Guard Fall/Cure All/Rejection/Skull Beyond

Sub-scenario Walkthrough

"Sub-scenarios" that occur under special conditions. Here we introduce how they are triggered and攻略 information for the accompanying battles.

What is a sub-scenario?

The sub-scenarios, consisting of 11 episodes in total, are unique story developments that put the spotlight on particular companions. You can see different aspects of companions, such as their pasts and feelings, which are not shown in the main story. Since sub-scenarios are strong bonus elements, a small set of steps is required to trigger each scenario. Also, sub-scenarios only occur at specific times during the main scenario, so it should be difficult to discover them all on your own. To help with that, we have published a \"Sub-Scenario Trigger Conditions List,\" which shows the timing and conditions for the occurrence of all 11 sub-scenarios as a reference.

Some of them have quite difficult battles waiting. Check the攻略 information for each map as well, and take them on in perfect condition.

Knight
I heard an unpleasant rumor...

◀ When you go to a specific location at a specific timing, a unique event will occur. Leads to a sub-scenario
The path of the —— will op

？？？
……

▶ Chapter 4's "A Small Flower" is a sub-scenario in which no battles occur. The story of Heath and Iris unfolds.

● Sub-Scenario Trigger Conditions List

	Episode Title	Trigger Timing	Trigger conditions	Re
第1話	Gourmet (Shidouraku)	After clearing Chapter 21 ~ Chapter 25	After talking with the grocer in "Kawaki no Machi Kaawii," the event triggers upon entering the "Descent Path" after going down the "Ro"	○
第2話	Severance	After clearing Chapter 21 ~ Chapter 25	Occurs after talking with the knight order members at the "Eastern Sage Branch" and then .	○
第3話	Judgment	After clearing Chapter 21 ~ Chapter 25	Automatically triggered upon entering "Witas Coast".	○
Episode 4	Little Flower	After clearing Chapter 19 ~ Chapter 25	Occurs after talking with Heath in "Midlasta, the City of Scriptures" when you enter "Rias Tar Bridge".	×
第5話	Hmm げむげ	After clearing Chapter 21 ~ Chapter 25	Occurs after talking with Poron in "Witch Village" when you enter "West Iera Volcano".	○
Episode 6	翻緑	After clearing Chapter 16 ~ Chapter 25	Occurs after talking with Mavi in "Rijet, Port City of the Eastern Continent" when you enter " Forest".	○
Episode 7	Floating Clouds	After clearing Chapter 16 ~ Chapter 25	Occurs after talking with Wivi in "Dottlover, the Workshop Village" when you enter the r Forest".	○
第8話	Priest	During Chapters 10–11	Occurs automatically when you enter "Evergarden, the God's Garden".	○
Episode 9:	Grudge	Chapter 23 cleared ~ Chapter 25	Occurs after talking with a town youth in "Sheydas, the Lakeside Town" when you enter "Sa Wit Coast".	○
Episode 10: Terror! The Luminous C		After clearing Chapter 21 ~ During Chapter 22	Occurs automatically when you enter the "Euras Highway".	○
Episode 11: The Life of the Alchemic		After clearing Chapter 22 ~ Chapter 25	Occurs after talking with a woman who came to pray at the "Parnas Statue of the God" when you enter the "Ringend Great Waterfall".	○

Powder

Subscenario Battles

Episode 11: Gourmet of Conversations

Victory Condition: Defeat all

Failure Condition: All allied units are defeated

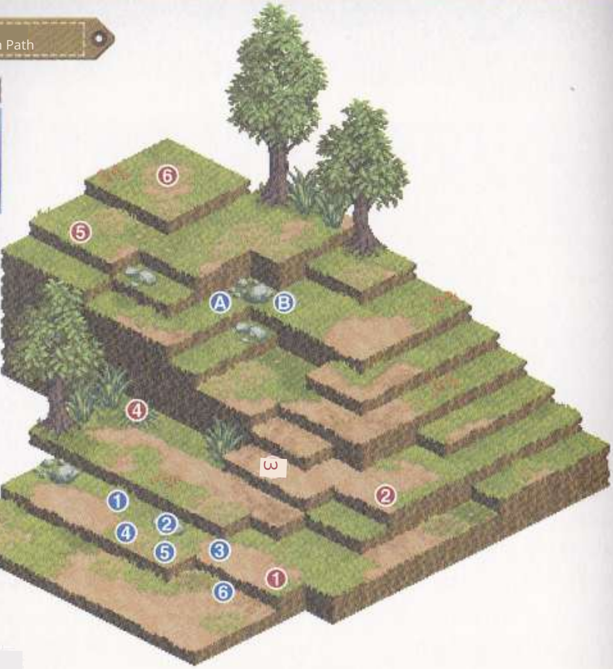
Number of Units That Can Participate

② Rod Mountain Path

Forced-Participation Unit

Theo

Leon



Funds Obtained

3000

Item Obtained

Item: Flash Extract

Push through with brute force and take them down all at once

Considering the timing of their appearance, there are few enemies and they are all low-level. Since there is nothing in particular to watch out for, you should be able to achieve victory smoothly just by fighting normally. Deliberately deploying low-level allied units to earn experience is also an option. As this battle is the first episode of the "Subscenario," the map is a simple, introductory one. Play with some leeway.

Theo

I was looking forward to finally being able to eat a full omelette rice, but...

Oreon and O, who heard rumors of a gigantic egg However, there they end up in combat with a monster.

No. Name	Attrib Lv. HP	Type	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
① Gargoyle	Thunder 19 227 72 SPELL SKILL —	Melee	120	94	21	27	29	46	3	3
② Shimeeru	△ Water attribute 19 209 81 SPELL SKILL —	Melee 103 86 23				30	29	46	4	3
③ Thunderbird	☆ Wood attribute 19 200 86 SPELL SKILL	Melee 103 86			28	36	31	46	3	3
① Lock	Fire attr 20 200 86 SPELL SKILL —	Near 103 86 28				36	31	46	4	3
6 Cockatrice	Wood attribute: 18 190 81 SPELL SKILL —	Near 101		85	27	34	29	44	3	3
⑥ Griffin	Seven Wind attribute 18 198 77 SPELL SKILL —	近	101	85	22	28	27	44	4	3

Episode 2

Severance

Sub-scenario Battle

Condition: Defeat all enemies!

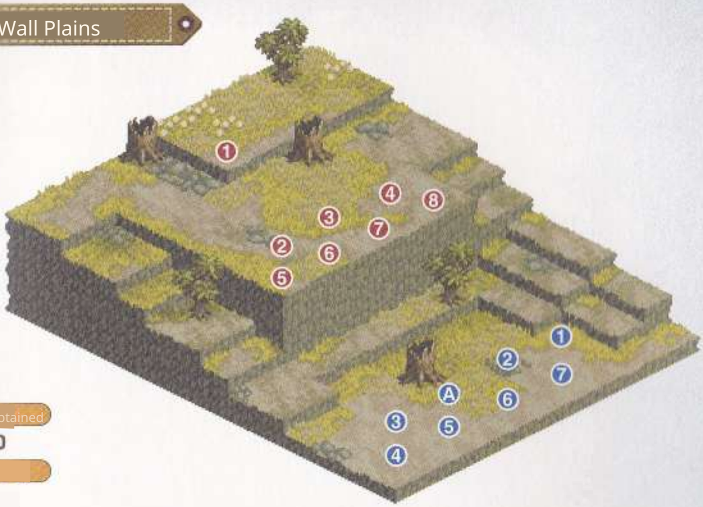
Defeat Condition: All allied units are defeated

Number of units that can participate 8

① Wall Plains

Unit

Kai



Funds Obtained

3000

Item

Tier

Launch a quick strike with magical attacks

Judging from the enemy and ally placements, you might think this map is unfavorable, but in fact it is not. If you use offensive magic or ranged attacks, you can strike from below, so actively initiate preemptive attacks.

Attack from below; have front-line units move left and right so they can respond to approaching enemies. Among the enemies, the only ❶ true powerhouse is a rather dark but since it is positioned far away, you can deal with it later.

7
Are you ready?
Sleep
No

Attack with magic from below. If you have several units who have learned area-of-effect attack magic, you can deal massive damage to a group before the enemies start moving. You can keep giving it. After that the development will also become easier.

▶ Kai heard rumors of monsters dressed as knights appearing, and came to the rumored location. There, what Kai encountered were the horribly changed forms of comrades he once fought with.

Kai

There are knight-like monsters in this area...

No	Name	Attributes	Lv.	HP	MP	Type	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
0	Gladiator	Wood attribute SPELL SKILL —	48	672	308	Melee	250	175	81	124	221	109	4	3
	Gladiator	Wood attribute SPELL SKILL —	42	565	180	Melee	245	190	60	75	56	96	4	3
	Gladiator	Wood attribute SPELL SKILL —	41	545	174	Melee	241	188	57	72	54	92	4	3
	Gladiator	Wood attribute SPELL SKILL —	42	519	203	Near	210	174	67	84	56	96	4	3
	Bishop	(Water attribute SPELL SKILL —	42	474	271	Melee	175	157	67	84	199	98	3	3
	Marks	Wind Attribute SPELL SKILL —	41	457	261	Ranged	172	155	64	80	194	95	3	3
	Wizard	6 attributes SPELL SKILL —	40	441	252	Close	169	153	61	77	188	92	3	3
①	Wizard	Lightning attribute SPELL SKILL —	39	428	244	Close	167	152	59	75	183	89	3	3

Adjustment 3 Success or failure

Subscenario Battles

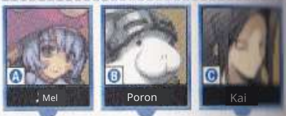
"Victory Condition: Defeat all enemies!"

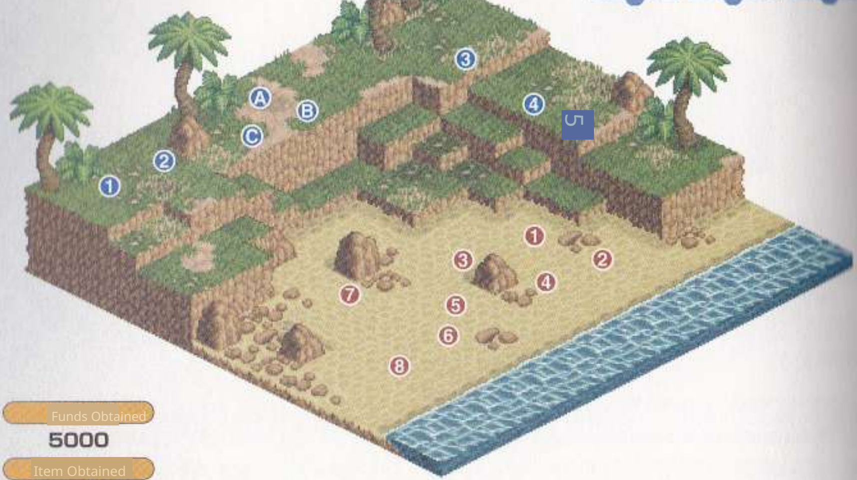
Failure Condition: All allied units are defeated

Number of Units That Can Participate 8

⑥ Witas Coast

Forced-Participation Unit





Funds Obtained

5000

Item Obtained

None

Use favorable conditions to fight the enemy

It is recommended to use the allies' initial deployment to intercept the enemy. Divide them into several groups and respond to the approaching enemies accordingly, and you will be able to defeat them without any problems. Because many enemies use ranged attacks, players worried about counterattacks should aim to prioritize defeating units 3–6 first.

Mak

e them truly look like Mel!

◀ Mel, Kai, and Poron stand in the way to punish those who attack town girls. Here, a sub-scenario unique to Mel unfolds.

No.	Name	Element	Lv.	HP	MP	Type	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
❶	Pirate	Fire SPELL SKILL —	4	545	74	Melee	241	188	57	72	54	92	3	3
②	Pirate	Fire attribute SPELL SKILL —	42	565	180	Melee	245	190	60	75	56	96	3	3
3	Bandit	Fire attribute SPELL SKILL —	41	479	207	遠	207	172	78	97	57	92	4	3
④	Bandit	Gate Fire attribute SPELL SKILL —	42	497	214	far	210	174	81	102	59	96	4	3
5	Savage	Element: Fire (D) SPELL SKILL —	43	514	222	distant	231	185	85	106	60	98	4	3
❻	Savage	C Fire attri SPELL SKILL —	44	532	229	attain	234	187	88	111	63	101	4	3
❼	Thief	Fire attribute SPELL SKILL —	41	501	196	close	207	172	64	80	54	92	4	3
❽	Thief	△ ham-like SPELL SKILL —	42	519	203	near	210	174	67	84	56	96	4	3

Episode 5

Sub-scenario Battle

Ngemuge

Victory Condition: Defeat al

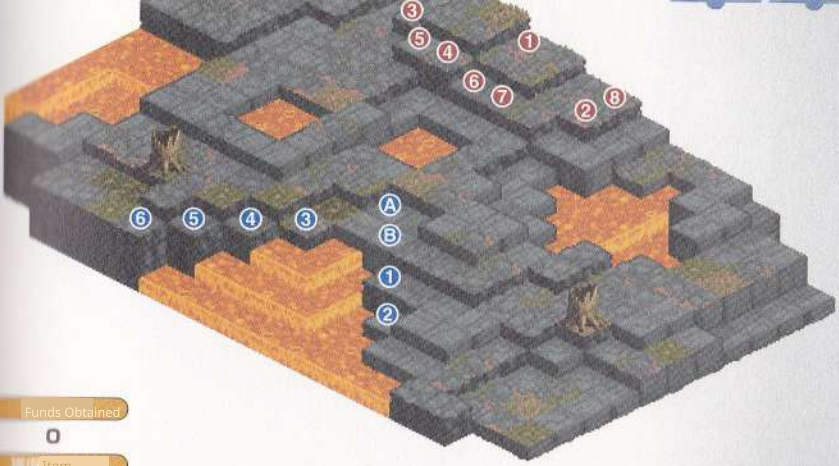
"Defeat condition: All allies defeated"

Number of Units That Can Participate 8

① West of Yela Volcano

Forced-Participation Unit

B
(CV: Masayo K



Funds Obtained

0

Item

Shi

Fight by utilizing the terrain

Depending on when the engagement is triggered, the level gap between enemies and allies can become quite large; even in that case, victory is not particularly difficult. Advance your allies together toward the center of the map, create a wall with front-line units to block the passage and the enemies' movement, then concentrate attacks on them one by one.

(CV: Masayo Kurata)

There's something here that I can't quite understand~?

◀Two people came looking for something called "Ngemuge" to celebrate Sage Payan's birthday. Even Wiwi doesn't really understand what "Ngemuge" is. In the end, they never find out what it actually is.

No.	Name	Attribute	LV.	HP	MP	917	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
①	Rock	Fire	45	575	112	Melee	236	189	76	95	61	104	3	2
	SPELL SKILL	—												
②	Rock	Fire	46	598	117	Melee	261	212	79	99	63	106	3	2
	SPELL SKILL	—												
③	Fire Golem	Fire	45	525	150	近	197	144	72	90	216	107	4	3
	SPELL SKILL	Fire Flame / Heat Storm												
④	Fire Golem	Fire	46	546	156	Melee	218	161	75	94	221	109	4	3
	SPELL SKILL	Fire Flame / Heat Storm												
⑤	Flare Lizard	Fire attribute	45	550	118	Melee	223	153	92	116	65	104	4	3
	SPELL SKILL	Confuse / Tech Fall												
⑥	Flare Lizard	Fire attribute	46	572	123	Melee	247	171	96	120	67	106	4	3
	SPELL SKILL	Confuse / Tech Fall												
⑦	Galvadon	Fire attribute	46	650	104	Mid-range	305	232	71	89	63	106	3	1
	SPELL SKILL	—												
⑧	Galvadon	Fire attribute	45	625	100	In	276	207	68	85	61	104	3	1
	SPELL SKILL	—												

Episode 6

Sub-scenario Battle

Hakuryoku

Victory Condition: Defeat all

Failure Condition: All allied units are defeated

Number of Units That Can Participate 8

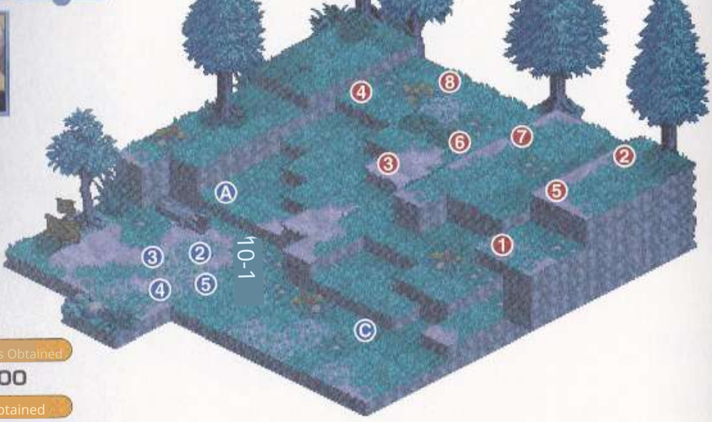
3. Val Forest

Forced-Participation Unit

Mavi

Nikola

Alf



Funds Obtained

3000

Item Obtained

Wies

Concentrate and repel the enemies

The appearing enemies have relatively high attack. If you clash head-on, you may be overpowered, so it will be easier to intercept them from the high ground on the left side of the player's starting positions. Two Pirates are the greatest threat; when they approach, prioritize attacking and defeating them.

Mavi
...there was.

Mavi, who had accompanied Alph and Nicola to Val Forest. There, human-hunters were chasing a certain monster. The three could not ignore such cruelty and challenged the hunters to battle. MGC RES MOV UM 50 82 3 3

No. Name	Attributes	Lv.	HP	MP		AT	GRD	SP	TEC	MGC	RES	MOV	UM
1. Bandit	Fire attribute SPELL SKILL —	36	409	176	Ranged	192	165	64	80				
② Bandit	Fire attr SPELL SKILL —	35	396	171	Ranged	189	163	60	77	49	79	3	3
③ Savage	Fire attr SPELL SKILL —	37	422	182	Speed	194	166	66	83	51	83	3	3
④ Savage	Fire element SPELL SKILL —	38	435	188	Range	197	168	69	87	52	85	3	3
6 Pirate	Fire attribute SPELL SKILL —	37	480	153	Near	226	182	49	62	48	83	4	3
⑥ Pirate	Fire element SPELL SKILL —	36	465	148	Close	224	181	47	59	47	82	4	3
① Thief	2 Fire attribute SPELL SKILL —	36	427	167	近	192	165	53	66	47	82	4	3
① Thief	Fire attribute SPELL SKILL —	37	441	172	Close	194	166	55	69	48	83	4	3

Chapter 7

Sub-scenario Battle 1

Floating Clouds - 1

Victory Condition: Defeat all enemies!

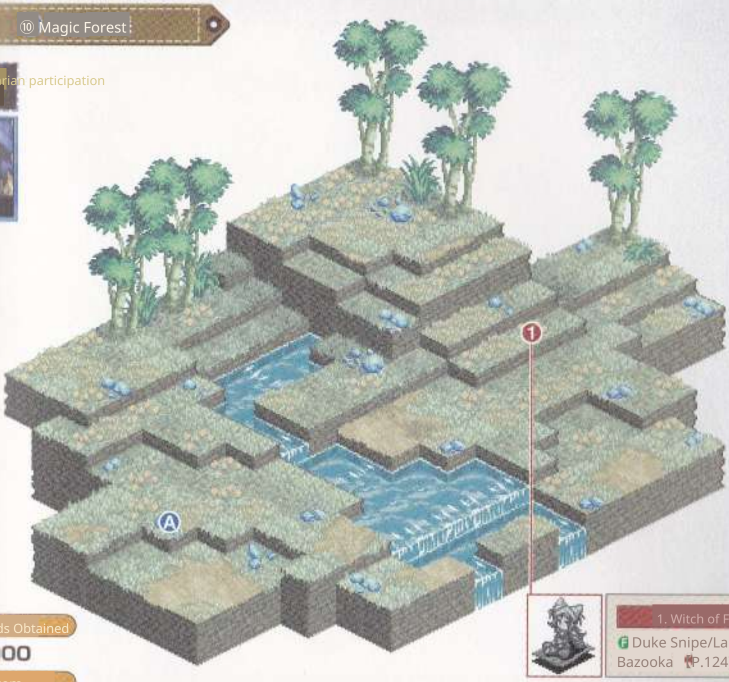
Failure Condition: All allied units are defeated

Number of Units That Can Participate 1

⑩ Magic Forest

Authoritarian participation Unit

Vivi



1. Witch of Floating Clouds
Duke Snipe/Lamp Bazooka (P.124)

※After Break will not occur on this map. Also, you cannot save after the battle ends.

Funds Obtained
3000

Item
Fāvu ×2

Hard-fought battles are inevitable. Get through them by using items.

This map has enemies of considerably high level. If you postpone it, it won't be much of a problem, but if you challenge it as soon as it becomes available, you need to make proper preparations beforehand. The moves of the enemies and Wiwi are very... They are exactly the same, so in the end there is no choice but to stop moving and repeat attacks. Since you may be overpowered, if you feel in danger, use items immediately to restore HP.

(CV: Masayo Kurata)
Exactly the same
Watching the moon
Is the ability Kana
of it. Note
to do!

You're Wiiwi, aren't you......

▶ Wiiwi came to the Enchanted Forest. Appearing there was a girl who called herself Wiiwi's shadow.

Name
Attributes
Lv. HP MP 317 ATK GRD SPD TEC MGC RES MOV JMP

1 Witch of Floating Clouds
Wind attribute 40 441 252 169 153 81 97 188 92 5 4
SPELL SKILL Wind Cutter / Slash Gale / Venom / Confuse / Jet Storm

Episode 7

Sub-Scenario Battle 2

Ukigumo — 2

Victory condition: defeat all enemies!

Failure Condition: All all

Number of Units That May Participate 8

Forced-Participation Unit

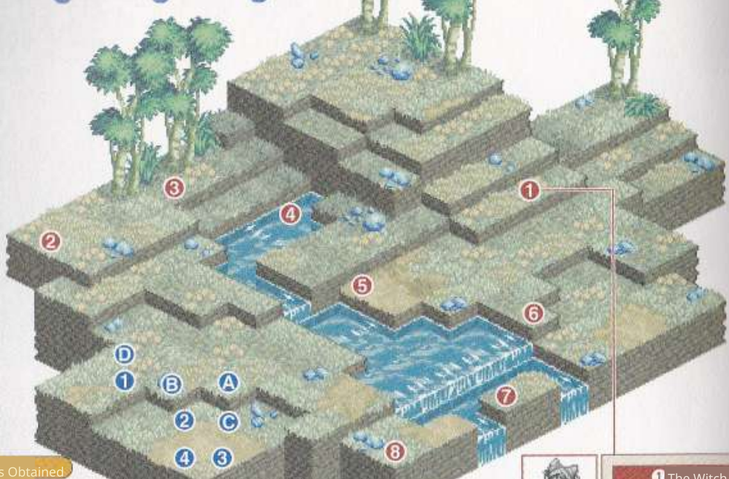
(CV: Masayo Kurata)

Rushia

Clare

Mel

⑩ Magic Forest



Funds Obtained

0

Item Obtained

None

1 The Witch of Floating Clouds

G Duke Snipe/Lanch

Bazooka/Missile Cannon

[P. 124]

Seize the opportunity while the enemies are scattered

Many enemies that use powerful wind-element magic appear. If you allow the enemies to approach, you will be hit by offensive magic all at once, which is extremely dangerous. Quickly defeat the Fukopin located near points 2 and 8 to gain a numerical advantage. No. Name Attribute Attribute

Consider standing on ... The Witch 1 of Ukigumo has considerably high action speed and should approach faster than other enemies.

In that case, if she acts again,

concentrated attacks to defeat her at once will make it safe.

		Lv. MP ATK G SPD C MG RES			MOV	JM
1. Witch of Floating Clouds		Wind element 42 474 271 Speed 175 157 87 104 199 98 SPELL SKILL Wind Cutter / Slash Gale / Venom / Confuse / Jet Storm			5	4
2	Fukopin	Gate Wind element 40 441 252 Melee 169 153 71 87 18892 SPELL SKILL Wind Cutter / Slash Gale / Confuse			4	[illegible]
③	Fukopin	Wind attribute 40 441 252 "Near 169 153 72 87 SPELL SKILL Wind Cutter/Slash Gale/Confuse	188	92	4	[illegible]
④	Fukopin	Wind attri 40 441 252 Melee 169 153 77 87 SPELL SKILL Wind Cutter/Slash Gale/Confuse	188	92	4	[illegible]
5	Fukopin	Wind attribute 40 441 252 Melee 169 153 76 87 SPELL SKILL Wind Cutter/Slash Gale/Confuse	188	92	4	[illegible]
⑥	Fukopin	Wind attribute 40 441 252 Melee 169 153 75 87 SPELL SKILL Wind Cutter/Slash Gale/Confuse	188	92	4	[illegible]
7	Fukopin	Wind attribute 40 441-252 Melee 169 153 74 87 SPELL SKILL Wind Cutter/Slash Gale/Confuse	188	92	4	[illegible]
8	Fukopin	Wind attribute 40 441 252 Melee 169 153 73 87 SPELL SKILL Wind Cutter/Slash Gale/Confuse	188	92	4	[illegible]

Chapter 8: The Priest

Subscenario Battles

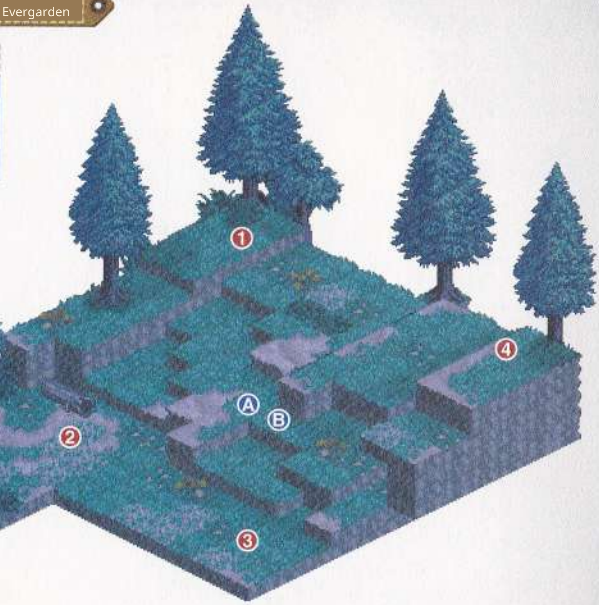
Objective: Defeat all enemies!

Failure Condition: All allied units are defeated

Number of Units That Can Participate 2

① Garden of the Gods — Evergarden

Units to be deploy



Funds Obtained

3000

Item

なし

Overturn an overwhelmingly unfavorable situation

The enemies are powerful and numerous, and this is a fairly high-difficulty fight. To seize victory you should prepare several recovery items and be ready to use Cecil as a decoy to draw their attention. Once the battle begins, Ruf rushes straight to the gap beside the signboard in the lower-left corner and moves into it. Once inside here, he will only have to face one enemy, so from then on he can secure victory by healing as needed while continuing to attack.

Attack the enemy in this state Proceeding. Its powerful attack prefers the Behemoth I want to aim for and target it. I want to. If you defeat it, it will become easier.

▶ They came to look for an herb called "Moon light Grass" for Teo, who was cursed. Just when they thought they had finally found it, they were surrounded by monsters.

Cecil
…Yes.

	Name	Element	Lv.	HP	MP	317	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
❶	Behemoth	Thunder	24	291	92	Medium	152	117	28	35	36	58	4	3
		SPELL SKILL	—											
❷	Cockatrice	Wood	21	232	90	近	107	88	26	34	32	52	4	3
		SPELL SKILL	—											
❸	Cockatrice	Wood attribute	22	243	95	melee	122	101	28	36	34	54	4	3
		SPELL SKILL	—											
❹	Cockatrice	Wood attribute	21	222	95	melee	107	88	32	41	34	52	5	3
		SPELL SKILL	—											

Chapter 9: Grudge

Sub-scenario Battle

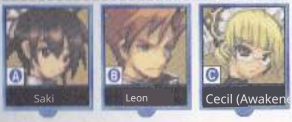
Victory Condition: Defeat all

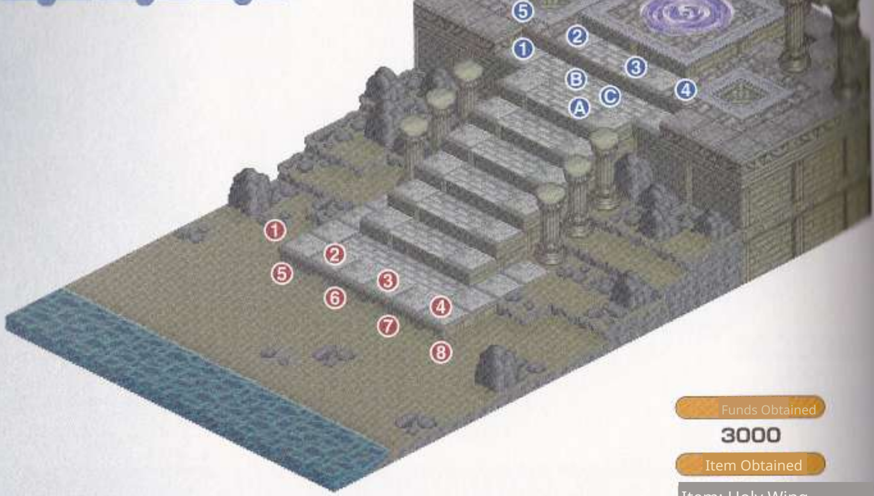
Failure Condition: All allied units are defeated

Number of units that can participate: 8

220 Sentwitt Coast

Forced-Participation Unit





Funds Obtained

3000

Item Obtained

Item: Holy Wing

Decide the outcome before the enemies close in. The enemies all have Move = 5 and very high action speed. If they get close it will become troublesome, so you want to settle the fight when the enemies are around the middle of the stairs. Deploy many units capable of area attacks and strike before the enemies finish climbing the stairs. If you can defeat a few enemies before close combat begins, they won't use magic or skills, making the fight much easier.

Deploy many units capable of area attacks and strike before the enemies finish climbing the stairs. If you can defeat a few enemies before close combat begins, they won't use magic or skills, making the fight much easier.

No.	Name	Element	Lv.	HP	MP	Range	ATK	GRD	SPD	TEC	MGC	RES	MOV	JM
❶	Goblin	Wind	38	435	188	Melee	197	168	69	87	52	85	5	4
	SPELL SKILL —													
②	Goblin	Wind element	39	448	193	Melee	200	169	72	90	53	87	5	4
	SPELL SKILL —													
③	Hobgoblin	Element	40	462	199	Melee	203	170	74	94	55	90	5	4
	SPELL SKILL —													
❹	Hobgoblin	Primary element	41	479	207	Melee	207	172	78	97	57	92	5	4
	SPELL SKILL —													
⑤	Flame Goblin	Wood attribute	42	497	214	Melee	210	174	81	102	59	96	5	4
	SPELL SKILL —													
❻	Flame Goblin	Wood attribute	43	514	222	Melee	231	185	85	106	60	98	5	4
	SPELL SKILL —													
⑨	King Goblin	Wood attribute	44	532	229	Melee	234	187	88	111	63	101	5	4
	SPELL SKILL —													
①	King Goblin	Wood attribute	45	525	300	Melee	197	171	76	95	216	107	5	4
	SPELL SKILL —													

Sub-scenario Battle

[Outside] Episode 10: Terror! The Luminous Corps!

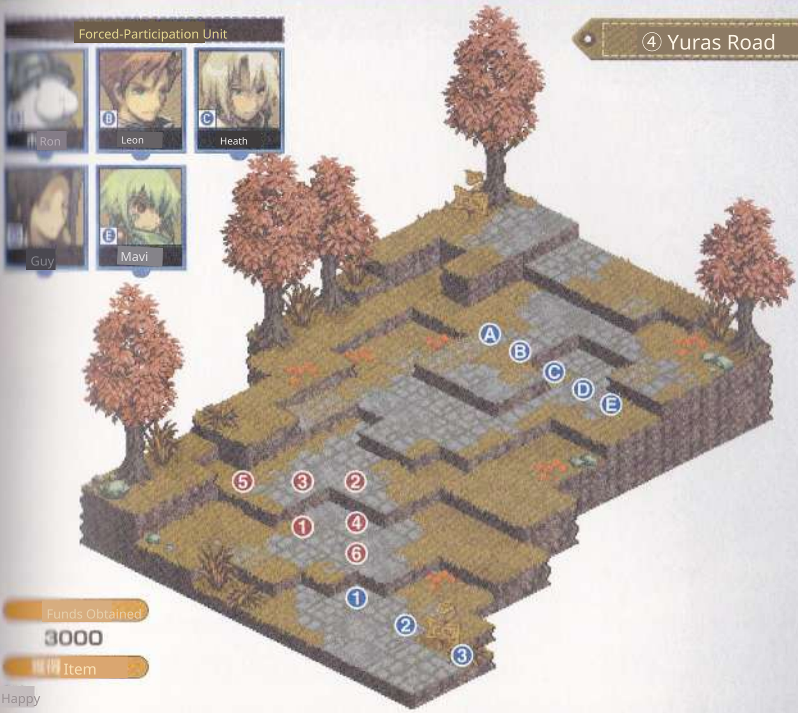
Victory Condition: Defeat all enemies

Failure Condition: All allied units are defeated

Number of Units That Can Participate 8

Forced-Participation Unit

④ Yuras Road



Funds Obtained

3000

Item

Happy

How to withstand the Cerberus's attacks

The Cerberi with stats 0~0 are tough enemies with high Attack and Mu Most Cerberi will head toward allies in positions 1~3, so to avoid taking enemy attacks as much as possible, move units in positions 1~2 to the side of position 3. Face the Cerberi in a single file formation. If you sense danger, heal immediately. In that gap, defeat Hugo with ~ and attempt to encircle the enemy from front and back. E

777

Wait!

Underlings of an evil organization, Doctor Hugo leads the monster Kerubera's child When they approached us, the one who would stop them The hero appears.

No.	Name	Attributes	Lv.	HP	MP	Type	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
1	Yugo	Water element SPELL SKILL —	45	600	275	Melee	223	153	7	111	206	102	3	2
2	Cerberus	Fire element SPELL SKILL —	45	625	200	Melee	315	216	73	95	48	41	5	3
3	Cerberus	Fire element SPELL SKILL —	45	625	200	Melee	315	216	71	95	48	41	5	3
4	Cerberus	Fire attribute SPELL SKILL —	45	625	200	Melee	315	216	74	95	48	41	5	3
5	Cerberus	Fire attribute SPELL SKILL —	45	625	200	Melee	315	216	72	95	48	41	5	3
6	Cerberus	Fire attribute SPELL SKILL —	45	625	200	Melee	315	216	70	95	48	41	5	3

Episode 2011: The Alchemist Saint's Life

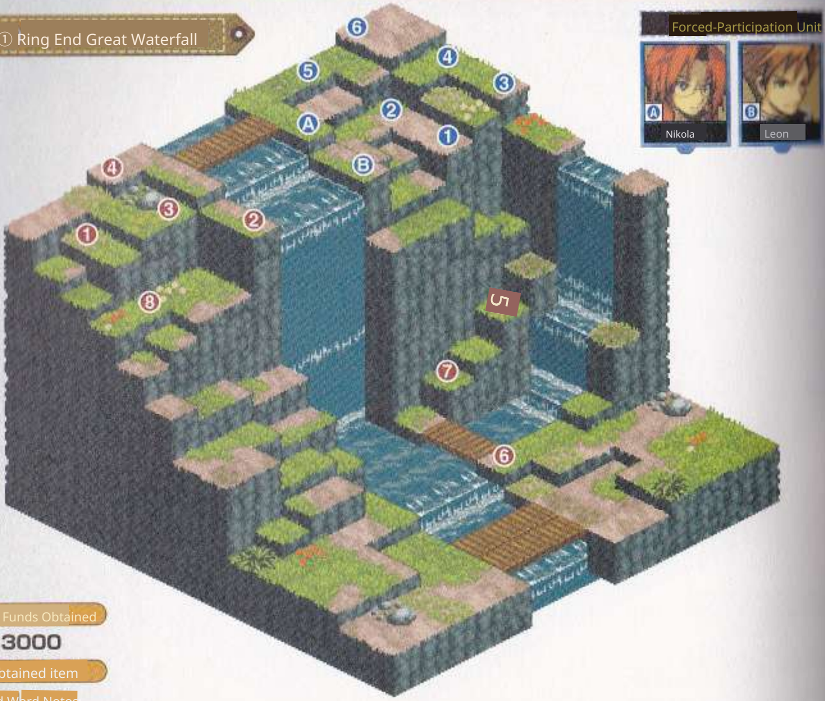
Subscenario Battles

Victory Condition: Defeat all enemies!

Defeat Condition: All allied units are defeated

Number of Units That Can Participate 8

① Ring End Great Waterfall



Forced-Participation Unit

Funds Obtained

3000

Obtained item

Cursed Word Notos

Consider ways to immobilize the enemy

Because the enemy and allied units are positioned quite close to each other, the first actions are crucial. A recommended tactic is to advance a unit with high defense to the nearby bridge, and move another unit ❺ toward the direction of the enemy. With just this, you can prevent the enemies from approaching.

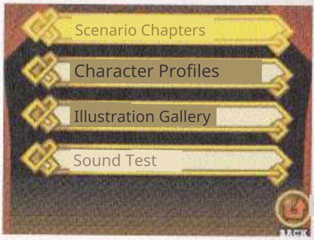
All enemies on this map use powerful area-of-effect attack magic, so while watching the distances between your allies, retaliate with magic attacks and skills.

No.	Name	Element LV HP MP 317 ATK GRD SPD TEC MGC RES MOV JM
❶	Flame Goblin	Wood element 45 600 275 近 223 153 72 111 206 102 4 SPELL SKILL Fire Flame / Heat Storm / Chaos Flare
❷	Fire Golem	Fire attribute 41 457 261 172 155 64 80 194 95 3 SPELL SKILL Fire Flame/Heat Storm
③	Fire Golem	Fire attr 42 474 271 near 175 157 67 84 199 98 3 SPELL SKILL Fire Flame/Heat Storm
④	Fire Golem	Fire attribute 43 491 280 near 192 168 70 88 204 100 3 SPELL SKILL Fire Flame / Heat Storm
6	Porto Golem	Lightning attribute 43 491 280 near 192 168 71 88 204 100 4 SPELL SKILL Thunder/Lightning/Quiet
⑥	Porto Golem	Lightning attribute 42 474271 near 175157 68 84 199 98 4 SPELL SKILL Thunder / Lightning / Quiet
7	Sand Golem	3 Light attribute 4[illegible] 441 252 Melee [illegible] 153 61 77 188 92 4 SPELL SKILL Shine / Photon Blast / Curare
0	Sand Golem	Gate Light attribute 39 428 244 Melee 167 152 59 75 183 89 4 SPELL SKILL Shine / Photon Blast / Curare

Clear Rewards

Bonus

The "bonus" prepared as a reward for those who have cleared the main story. It becomes available to enjoy by using saved data made after clearing the game. There are four items in that menu in total, and as long as you have cleared data you can check them at any time. The detailed contents are introduced in the table below. It is recommended that you take a look at them at least once, as a way to review the battles up to now.



Bonus menu One is quite substantial Among them, the "Sound \" Test\" is an astounding volume.

- Bonus Menu

Episode / Title	Trigger Timing
Scenario Chapters	You can view the event scenes before and after battles that unfold during event battle sub-scenarios. Once you have seen a scenario, it is registered. A total of 36 types.
Character Profiles	You can check the profiles of the 29 characters appearing in this work. Once you clear the game, all of them will be registered.
Illustration Gallery	During the scenario or in the Afterbreak, you can view a total of 15 event CG illustrations. Once you have seen an illustration, it is registered.
Sound Test	You can listen to the sounds in this work: 116 SEs, 38 BGMs, and 1,632 voice clips. Once you clear the game, all of them become available for listening.

Data carryover to a second playthrough

If you start the game again using clear data the "unit levels" and "all items and "Funds" are carried over in the state they were in at clear. All companions are in the party from the start, but at first they can only be deployed in "Free Battles" and the "Extra Dungeon [→P.102]". "Event Battles" follow the same flow as in the first playthrough and are affected by unit joins and departures. Be mindful of this difference.

You can fight with the strength you had immediately after clearing. Basically the enemies' levels do not change, so it should be an easy

Notes for the second playthrough

There are two points to note. From the start of the second playthrough, Cecil joins as her witch-awakened form, so the previous-version Cecil can no longer be recruited, and the After Break belongs to Cecil (Awakened). Also, ally units that appear as enemies in each event battle will appear with the stats and equipment they had while belonging to your party. Make equipment adjustments in advance to prepare countermeasures.

In Chapter 3, at the stage of " Witch Subjugation", Cecil assumes the witch form. She can never return to how she w

Extra Dungeon攻略

The "Extra Dungeon" that can be challenged after clearing the scenario. Here we introduce all of its maps and the enemy units that appear.

Mistress Ruins

The "Extra Dungeon" challenge is granted to players who have cleared the game once. Located north of the Garden of the Gods, Evergarden, on the Mistress Isles, it is called the "Mistress Ruins." Because the right to challenge is granted using cleared save data, even tougher foes than the powerful enemies encountered in the main story await you. It is a dungeon boasting the highest difficulty level.

◀ Suddenly appears "Extra Dungeon". If that happens, be sure to prepare. If you don't do it you'll regret it with SYSTER.

Features of the Extra Dungeon

The Mistress Ruins proceed with battles under rules different from those of the main scenarios played so far.

Once you enter the interior, after clearing each map you will be given the option whether to continue the challenge. If you choose to continue, you will immediately be taken to the entry screen for the next map; if you cancel, you will have to start over from the beginning. Also, while undertaking the challenge you cannot change equipment or replenish items at all. Be sure to complete your preparations in advance before attempting it.

Check!

- ● Consists of 25 maps in total
- ◆ If you withdraw, you must start over from the beginning
- ● Equipment cannot be changed during the challenge
- ● After-breaks do not occur

Structure of the Extra Dungeon

The Extra Dungeon consists of a total of 25 battles, with only five map patterns that loop; each time you clear a map, the enemies' levels increase. After clearing certain maps, you will face the Alcheminion, the Alchemical Holy Weapon that appeared in Chapter 21.

When you defeat an Alcheminion, the map returns to the first one, but of course enemies of higher levels await. This sequence is repeated five times, so you will fight through a total of 25 maps. Note that the acquired money items and enemy unit data are

(P.108~114) compiled and published together

◀ The same map appears many times but the enemy composition changes. Naturally, as you progress toward the later stages they b so it won't be easy.

▶ The fifth map will always lead to a battle with an Alcheminion. If you win this, you will return to the first map, where more powerful enemies will begin to appear.

Extra Dungeon

Floors 01/06/11/16/21

Mistress Ruins 1

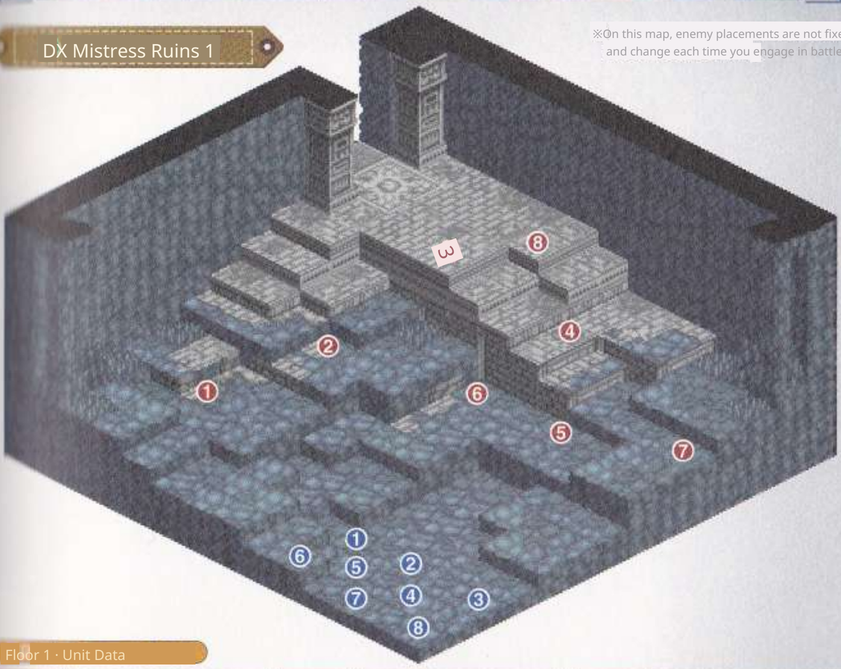
Objective: Defeat all enemies!

Failure Condition: All allied units are defeated

Number of Units That Can Participate

DX Mistress Ruins 1

※On this map, enemy placements are not fixed, and change each time you engage in battle.



Floor 1 · Unit Data

Swordmaster

Bash Edge / Lion Banning / Burn Drive [P.122] Rune Breaker / Rune Helmet / Rune Mail / Rune Gauntlets / Black Mantle

Shinobi

Vertical Circle/Moon Circle Slash/Cro Explosion [P.123] Moonlight/ Rune Cap/God of War Garb

Servant

Wise Shot/Clever Rest/Jinia Smash [P.123] Hawk Eye/Rune Cap/Rune Robe

Natama Hero

Kyukyutto Dance/Kirarin Rida-zo/Swift Slash [→P.124] Soul Saber/ Rune Helmet/Rune Robe

Samurai

Whirlwind Blade/Gale Consecutive Slash/Swift Chaos Dance Slash [P.124] Sixteen Nights/ Rune Cap/God of War Garb

※Flash Drive and equipment data for enemy units appearing on the 21st floor. Only these five units appear on the 21st floor; there are no enemy units in slots 6–8.

Break through weak points to create a favorable situation

As it is the first challenge, this map has the most standard layout. Enemies approach from the left and right, so making the area near the starting positions the main battlefield is dangerous. Advance while defeating enemies heading toward the left, and ideally aim for higher ground. From floor 11 onward, enemies begin to frequently use area-of-effect magic attacks on this map, making it very dangerous to cluster allied units.

Keep a certain distance between units while moving.

◀ Floor 11 can be said to be the first major obstacle in the extra dungeon. Endure the enemies' magical attacks and persevere.

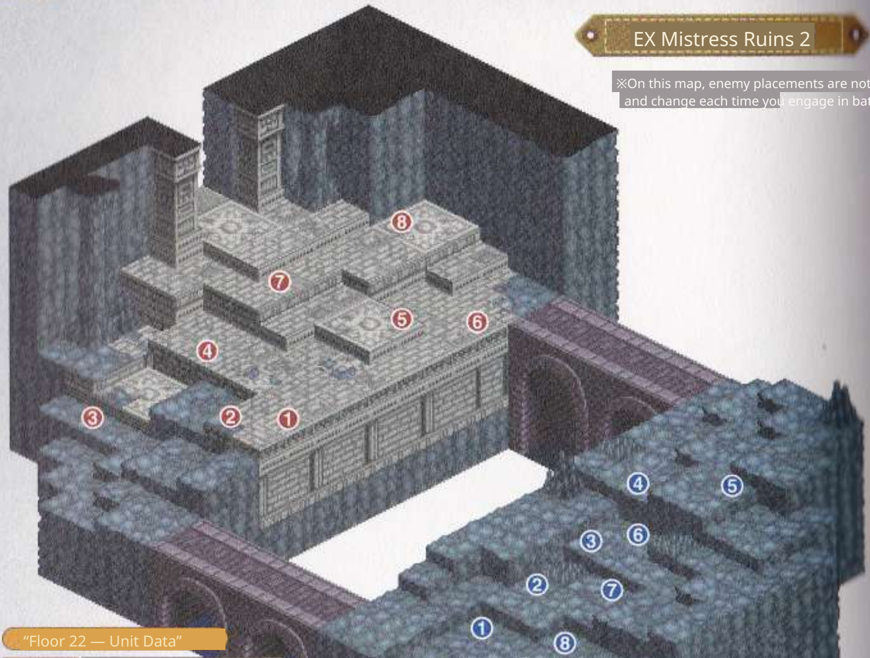
Extra Dungeon
(Floors 02/07/12/17/22)

Mistress Ruins 2

Victory Condition: Defeat all enemies!
Failure Condition: All allied units are defeated
Number of Units That Can Participate

EX Mistress Ruins 2

※On this map, enemy placements are not fixed, and change each time you engage in battle.



"Floor 22 — Unit Data"

Musketeer
Ⓕ Burst Rush/Mach Slash [P.120]

Rim Guardian
Ⓕ Drag Cross/Drag Crash Draug Break [→ P.121]

Swordmaster
Ⓕ Bash Edge/Raiobaning/Burn Drive [P.122]

Beast
Ⓕ Holy Tear/Arc Light 【→P.122】

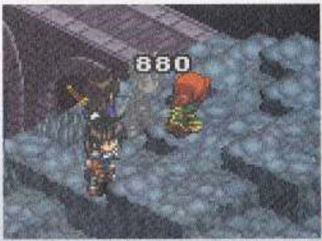
Shinobi
Ⓕ Circle/Monthly Circle/Cross-shaped 爆雷破 [P.123]

Servant
● Wise Shot/Clevalest/Genius Smash [P.123]

※Flash Drive data for enemy units that appear on Floor 22. Only these six units appear on Floor 22, and there are no enemy units in placement numbers 7–8.

How to fight according to the enemy composition

On this map, the optimal way to fight changes depending on the enemy composition. If the enemies mainly use physical attacks, you can split up to block the two bridges and fight without issue; however, if the enemies mainly use magic attacks, that approach will make you easy targets. Gathering in front of one of the bridges and dealing with the enemies together will be the most reliable method. Especially on the 12th floor, there are many powerful enemies, so you need to perform attacks and healing efficiently.



◀On the 22nd floor, be careful of the Sword Master.
Not at all
Possessing power
It is an enemy.

Kusturanjo

Floors 03/08/13/18/23

Mistress Ruins 3

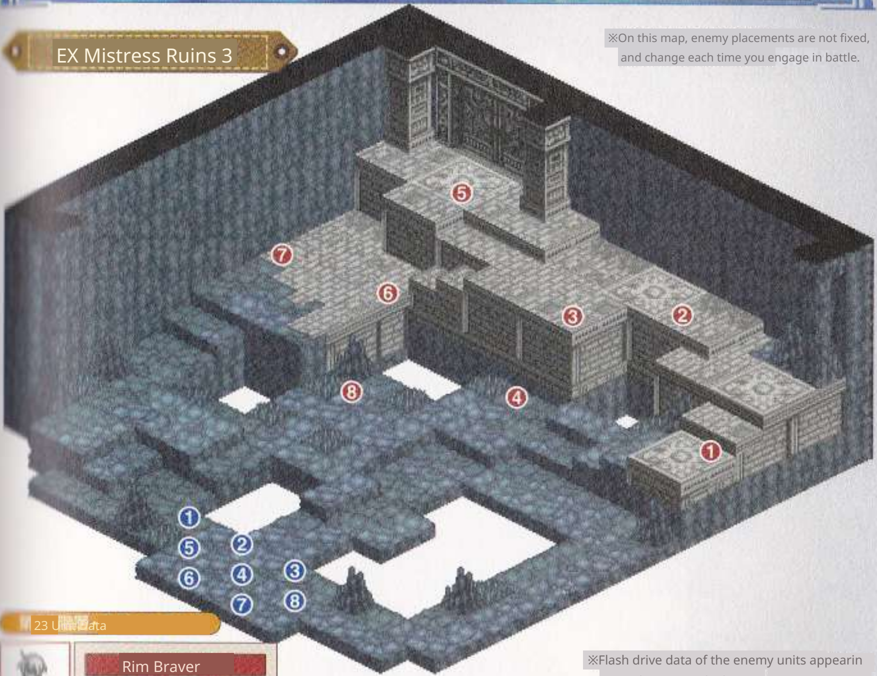
Victory Condition: Defeat all enemies!

Failure Condition: All allied units are defeated

Number of Units That Can Participate 8

EX Mistress Ruins 3

※On this map, enemy placements are not fixed, and change each time you engage in battle.



23 Unit Data

※Flash drive data of the enemy units appearing on Floor 23. Only these seven units appear on Floor 23, and there is no enemy unit at deployment slot 8.

Rim Braver

● Rim Shoot / Rim Plus to / Drag Buster [→P.121]

Rim Guardian

F Drag Cross / Drag Crash / Drag Break [→P.121]

Swordmaster

F Bash Edge / Ryo Vaning / Burn Drive [→P.122]

Arknight

F Pierce Slash / Bolt Impact / Knight Proud [P.122]

Servant

● Wise Shot / Cleva Rest / Ginias Smash [P.123]

Yonatama Hero

F Kyukyutto Dance / Kirari Slash / Zubatto Slash [P.124]

Samurai

F Whirlwind Blade / Gale Chaos | New [P.124]

How space is used becomes important

Near the player's starting positions, narrow passages divide the area, so if you spread your allies out they risk being defeated one by one. That said, because many enemies that use magic attacks appear on the map from the early stages, it is also dangerous to advance in a tight cluster. Here, move everything toward the left side where there is a wide space and form your formation. Waiting for enemies to come to you is the safest and easiest way to handle the battle. Concentrate your attacks on enemies as they approach.

From the start, un This map spawns many relentless enemies that never let their guard down. There are many fierce battles. Fight with all you

Extra f
ダンジョン

Floors 04/09/14/19/24

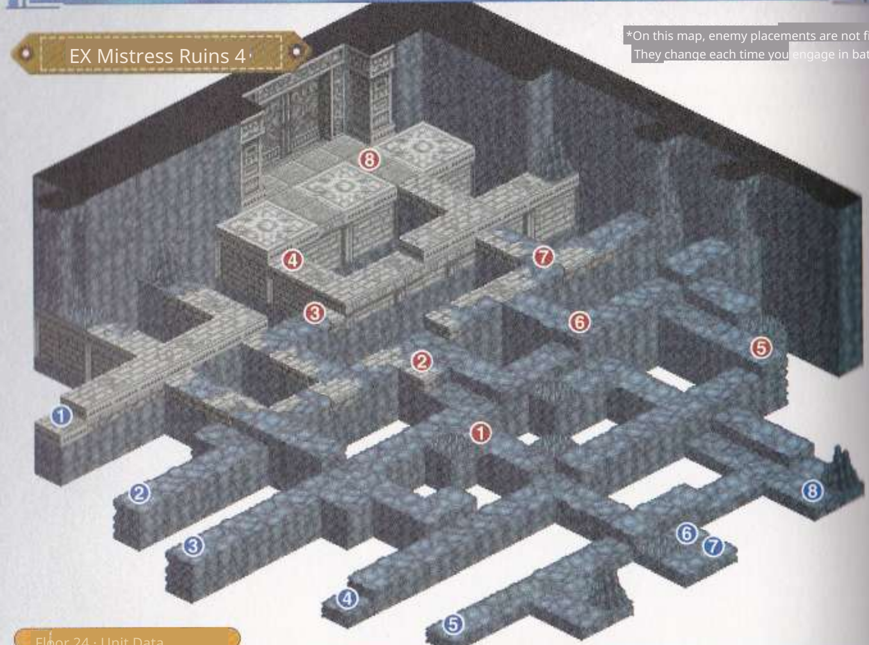
Mistress Ruins 4

Victory condition: Defeat all enemies!

Failure Condition: All allied units are defeated

Maximum Deployable Units: 8

*On this map, enemy placements are not fixed.
They change each time you engage in battle.



Floor 24 · Unit Data

	Witch of Dawn Light	Overshine / Photon Burst / Sunlight Cross 【P.123】
	ch of Pure Hea	Rain Slug / Icicle Drop Spirit Ice [→P.123]
	Witch of Floating Clouds	Duke Snipe / Lamb Bazooka / Missile Cannon [P.124]
	Green Witch	Magnum Fist / Physical Beat / Tiger Fang [P.124]
	Violet Lightning Witch	Bolt Punish / Jupiter Lance / Arc Spark 【P.125】
	Witch of Starlit Shadows	Horn Swing / Low Ring Horn / Hurricane Horn [P.12 2
	Red Lotus Witch	Flare Blade / Queen Blaze / Mega Phoenix [P.125]
	Alchemist Saint Witch	Arm Plied / Vulcan Attack / Eraser Cross [P.125]

※Flash drive data of enemy units that appear on the 24th floor.

How quickly you can rendezvous is the key

On a special map where each player's initial positions are widely separated, remaining dispersed and fighting is far too dangerous. You want to rendezvous quickly. It's easier to fight if you wait for enemies at a location where S-ranked enemy units are deployed, so move toward that point while avoiding contact with enemies. Use your allied units to secure that location first

and aim to rendezvous as quickly as possible.

Cancel
08-08

The 24th layer pits you against the Witch Legion. Combined with the map's complexity, it becomes an outrageously difficult map. Always stay and fight cautiously.

Sai ジョン

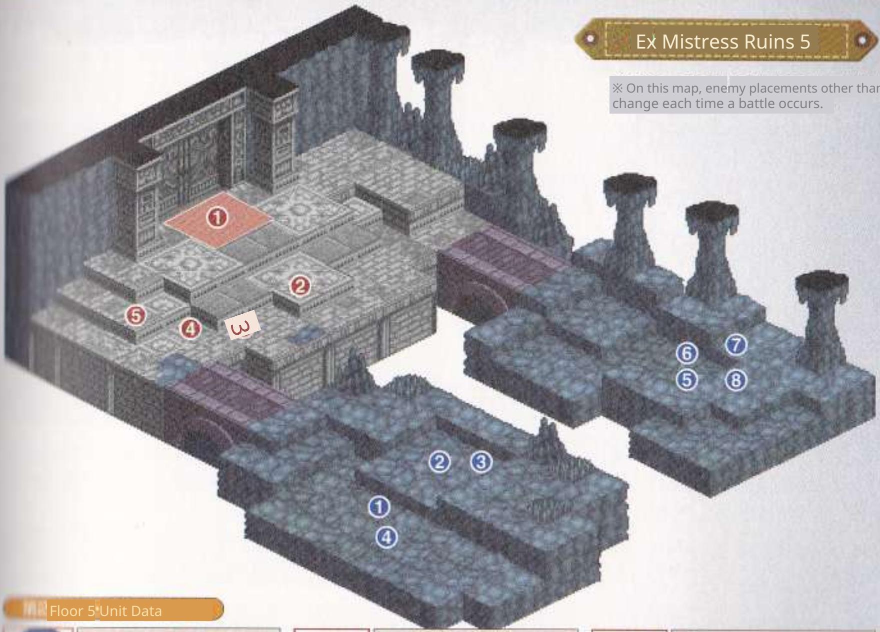
Floors 05/10/15/20/25

Mistress Ruins 5

Victory Condition: Defeat all enemies!

Failure Condition: All allied units are defeated

Number of Units That Can Participate



※ On this map, enemy placements other than "Alcheminion" change each time a battle occurs.

Floor 5 Unit Data

	① Alcheminion Ⓕ Giga Decorate / Pedestal Flare / Spectral Eye [→P.125]		**Alchemic Eye** No Flash Drive equipped		**Alchemic Eye** No equipment or Flash Drive
	Alchemic Eye No Flash Drive equipped		**Alchemic Eye** No Flash Drive equipped		※Flash Drive data of enemy units that appear on Floor 25. Note that "Alkeminion" may use Flash Drives on other floors as well. Be careful.

The division of roles among units becomes important

The way to fight on this map is the same across each floor. Assign an Alchemic Eye to ally units on the ～ and leave attacks on the Alkeminion to ～. Units 1～4 should not move much from their starting positions and wait in ambush with the Alchemic Eye is recommended. Also, the enemy unit level on Floor 25 is an astonishing 99. Moreover, the Alkeminion uses "Spectral Eye" immediately at the start. This Flash Drive is a powerful attack whose effect covers the entire map. Be sure to heal quickly.

the area-wide attack "Spectral Eye." Depending on level, it can cause total annihilation to happen. Up until now the elite that have grown Let's keep going

▶ The four Alchemic Eyes are also quite formidable. The attributes of the magic they use on each floor where they appear Because it is changing, Enemy status is often Let's check

Extra Dungeon Data

Here, we will summarize the funds and items that can be obtained in the Extra Dungeon, as well as the enemy unit data that appears on each floor. The Extra Dungeo

In the dungeon, the items you obtain change each time you advance a certain number of levels. Because you can acquire a large number of spells and incantations, it's an ideal place for collecting th

Obtain funds • Items

Hierarchy	Obtain funds	Item Obtained
Layers 01–04:	4000 Ju	Eryuto, Eide, Kurōro, Hyurōma, Inīk, Frau, Meran, Shino, Shin (one of these)
Layers 05–08:	4000 Shuku	Mesa, Faru, Ruu, Wias, Blo, Nata, Nox, Shino, Shin (any 4 of these) Wear
Layers 09–12:	4000 Kyū	Esta, Verno, Lanta, Poro, Shimuru, Aruke, Telos, Nogira, Fom (any 4 of these)
Layers 13–16:	4000 Ju	Prox, Foris, Ore, Anemos, Nitl, Pors, Wespe, Rim, Currie (any of these)
Layers 17–20:	4000 Shuku	Roga, Roum, Fāvu, Chīno, Brāt, Racto, Shukon, Sorbe, Notos (any 4 of these)
Layers 21–25:	4000 Ki	Wies, Ruma, Tie, Fair, Megira, Rios, Sereno, Esto, Val (any 4 of these)

Strike Enemy Unit Data

Mistress Ruins Floor 01

No.	Name	Attrib v. HP Type ATK GRD	SPD	TEC	MGC	RES	MOV	JMP
①～⑧	King Goblin	Wood attribute 52 724 283 Melee 275 222 SPELL SKILL —	94	116	74	123	4	3
	King Goblin	Wood attribute 52 724 283 Near 275 222 95 SPELL SKILL —		116	74	123	4	3
	King Goblin	Wood attribute 52 724 283 Near 275 222 96 SPELL SKILL —		116	74	123	4	3
	King Goblin	Wood attribute 52 724 283 Near 275 222 SPELL SKILL —	97	116	74	123	4	3
	Fenrir	Water attribute 52787 252 Melee 321 243 83 SPELL SKILL —		104	74	123	3	3
	Fenrir	Gate Water attribute 52 787 252 melee 321 243 84 SPELL SKILL —		104	74	123	3	3
	Lizard Shadow	Thunder attribute 52 693 299 melee 275 222 112 141 SPELL SKILL —			78	123	5	3
	Lizard Shadow	Thunder attribute 52 693 299 melee 275 222 113 SPELL SKILL —	141		78	123	5	3

Mistress Ruins Floor 02

No.	Name	Attrib v. HP 17 ATK GRD SPD TEC MGC RES MOV JM						
①～⑧	Balrog	Thunder attribute 54 825 264 melee 324 247 84 106 77 128 3 SPELL SKILL —						2
	Balrog	Current attribute 54 825 264 Approximately 324 247 85 SPELL SKILL —		106	77	128	3	2
	Balrog	Lightning attribute 54 825 264 Close 324 247 86 106 SPELL SKILL —			77	128	3	2
	Balrog	雷属性 54 825 264 Close 324 247 SPELL SKILL —	87	106	77	128	3	2
	Basilisk	☐ Light attribute 54 759 297 Close 278 SPELL SKILL —	225	95	118	77	128	4
	Basilisk	3 Light attribute 54 759 297 Melee 278 225 SPELL SKILL —	95	118	77	128	4	3
	Hippogriff	☐ Fire attribute 54 726 313 Melee 258 205 115 143 82 SPELL SKILL —				128	5	4
	Hippogriff	☐ Fire attribute 54 726 313 Melee 258 205 116 143 82 SPELL SKILL —				128	5	4

Stress Ruins Floor 03

Name	Attrib… Lv. H… P 17 …K GRD …D TEC	MGC	RES	MOV	JMP
Bolt Golem	Thunder attribute 56 714 408 Melee 234 196 94 118 273 SPELL SKILL Thunder / Attack Fall / Magic Fall / Lightning		136	3	2
Bolt Golem	Thunder attribute 56 714 408 234 196 95 118273 136 [SPELL SKILL Thunder/Attack Fall/Magic Fall/Lightning			3	2
Bolt Golem	Required properties 56 714 408 Melee 234 196 96 118 273 136 SPELL SKILL Thunder/Attack Fall/Magic Fall/Lightning			3	2
Bolt Golem	Thunder attribute 56 714 408 Melee 234 196 97 118 273 136 SPELL SKILL Thunder/Attack Fall/Magic Fall/Lightning			3	2
Horn Kaiser	Wood attribute 56 850 272 Mid 327 250 85 10679133 SPELL SKILL —			3	2
Horn Kaiser	Wood attribute 56 850 272 Mid 327 250 86 106 79 SPELL SKILL —		133	3	2
Fenrir	Gate Water 56 748 323 Melee 265 207 115 143 SPELL SKILL —	84	133	5	4
Fenrir	Water attribute 56 748 323 Melee 265 207 116 143 84 133 SPELL SKILL —			5	4

Mistress Ruins Floor 04

Name	Attributes Lv. HP MP 317 ATK GRD SPD	TEC	MGC	RES	MOV	JMP
Balrog	Thunder attribute 875 280 Melee 331 254 85 SPELL SKILL —	107	82	137	4	3
Balrog	雷 Attribute 58 875 280 Melee 331 254 86 SPELL SKILL —	107	82	137	4	3
Horn Kaiser	Wood attribute 58 875 280 Mid 331 254 84 SPELL SKILL —	107	82	137	3	3
Horn Kaiser	Wood attribute 58 875 280 center 331 254 87 SPELL SKILL —	107	82	137	3	3
Basilisk	☐ Light attribute 58 805 315 近 284 232 95 SPELL SKILL —	120	82	137	3	2
Basilisk	☐ Light att 58 805 315 近 284 232 96 SPELL SKILL —	120	82	137	3	2
Lizard Shadow	Lightning Attribute 58 770 332 near 268 209 116 146 87 137 SPELL SKILL —				3	2
Lizard Shadow	Fire and Lightning attribute 58 770 332 near 268 209 117 SPELL SKILL —	146	87	137	3	2

Stress Ruins Floor 05

Name	Same-sex Lv. HP MP 1 ATK GRD SPD TEC MGC RES MOV JMP
Alcheminion	Lightning element 60 864 432 385 270 122 153 290 147 02 SPELL SKILL Fire Flame/Heat Storm/Chaos Flare/Temptation/Cure All/Aiming/Cross Crusade
Alchemic Eye	Current element 60 756 432 i 240 202 95 121 295 147 4 3 SPELL SKILL Fire Flame/Heat Storm
Alchemic Eye	Lightning attribute 60 756 432 近 240 202 96 121 295 147 4 3 SPELL SKILL Fire Flame/Heat Storm
Alchemic Eye	Lightning attribute 60 756 432 近 240 202 97 121 295 147 4 3 SPELL SKILL Fire Flame/Heat Storm
Alchemic Eye	Lightning attribute 60 756 432 Melee 240 202 98 121 295 147 4 3 SPELL SKILL Fire Flame/Heat Storm

Stress Ruins Floor 06

Name	属性 Lv. H… P 91… K GR… SPD TEC MGC	RES	MOV	JMP
Dark Lord	Affiliation attribute 62 814 351 Medium 276 216 118 150 92 SPELL SKILL —	145	4	3
Dark Lord	Read Attributes 62 814 351 Medium 276 216 119 150 92 SPELL SKILL —	145	4	3
Dark Lord	Read Attribute 62 814 351 Medium 276 216 120 150 92 SPELL SKILL —	145	4	3
Dark Lord	Dark Attribute 62 814 351 中 276 216 121 150 92 SPELL SKILL —	145	4	3
Bogey	Use Attr 62 851 333 in 292 239 96 124 87 SPELL SKILL —	145	5	5
Bogie	Thunder Attribute 62 851 333 in 292 239 97 124 87 SPELL SKILL —	145	5	5
Bogie	Thunder Attribute 62 851 333 in 292 239 98 124 87 SPELL SKILL —	145	5	5
Bogie	Thunder Attribute 62 851 333 in 292 239 99 124 87 SPELL SKILL —	145	5	5

Mistress Ruins Layer 07

No.	Name	Attributes	Lv.	HP	MP		ATK	GRD	SPD	TEC	MGC	RES	MOV
①～⑧	Apocalypse	Dark Attribute	64	950	304	Me[illegible]	346	266	[illegible]9	113	88	149	3
		SPELL SKILL	—										
	Apocalypse	Dark attribute	64	950	304	Medium	346	266	90	113	88	149	3
		SPELL SKILL	—										
	Apocalypse	闇属性	64	950	304	Medium	346	266	91	113	88	149	3
		SPELL SKILL	—										
	Apocalypse	Bundle attribute	64	950	304	Medium	346	266	92	113	88	149	3
		SPELL SKILL	—										
	Evil	Enma (Yama) attribute	64	798	456	Medium	247	208	99	126	308	152	3
		SPELL SKILL	Cure/ Aqua/ Clearer/ Curer/ Splash/ Sleep Wave/ Paralyze/ Ice Cracker										
	Evil	Dark attribute	64	798	456	Medium	247	208	100	126	308	152	3
		SPELL SKILL	Cure/ Aqua/ Clearer/ Curer/ Splash/ Sleep Wave/ Paralyze/ Ice Cracker										
	Evil	② Open attribute	64	798	456	Medium	247	208	101	126	308	152	3
		SPELL SKILL	Dark/ Abyss/ Magic Boost/ Confuse/ Resist Fall/ Astral Seed										
	Evil	Secondary attribute	64	798	456	Medium	247	208	102	126	308	152	3
		SPELL SKILL	Dark/ Abyss/ Magic Boost/ Confuse/ Resist Fall/ Astral Seed										

Mistress Ruins Floor 08

No.	Name	Attributes	Lv.	HP	MP		ATK	GRD	SPD	TEC	MGC	RES	MOV
①～⑧	Fenrir	Four Water attribute	66	897	351	Melee	300	246	100	129	89	152	4
		SPELL SKILL	—										
	Horn Kaiser	Wood attribute	66	975	312	Medium	350	270	91	115	89	152	3
		SPELL SKILL	—										
	Balrog	雷属性	66	975	312	near	350	270	92	115	89	152	4
		SPELL SKILL	—										
	Lizard Shadow	Thunder attribute	66	858	370	near	283	223	124	156	94	152	5
		SPELL SKILL	—										
	Basilisk	☐ Light Attr	66	897	351	Melee	300	246	103	129	89	152	4
		SPELL SKILL	—										
	Hippogriff	Fire attribute	66	858	370	Close	283	223	126	156	94	152	5
		SPELL SKILL	—										
	Bolt Golem	Forest Thunder Attribute	66	819	468	近	250	211	102	129	315	156	3
		SPELL SKILL	Thunder/Attack Fall/Magic Fall/Lightning/Curer/Plasma Bolt										
	King Goblin	Wood Attribute	66	897	351	Close	300	246	101	129	89	152	4
		SPELL SKILL	—										

Mistress Ruins Floor 09

No.	Name	Attribute	Lv.	HP	M[illegible]	[illegible]ype	A[illegible]	GRD	SPD	TEC	MGC	RES	MOV
①～⑧	Bogie	Qin Attribute	68	999	320	Medium	354	273	91	116	94	158	3
		SPELL SKILL	—										
	Bogie	雷属性	68	999	320	Medium	354	273	92	116	94	158	3
		SPELL SKILL	—										
	Dark Lord	Scroll Attribute	68	920	360	in	304	249	102	130	94	158	4
		SPELL SKILL	—										
	Dark Lord	Dark attribute	68	920	360	Medium	304	249	103	130	94	158	4
		SPELL SKILL	—										
	Evil	② Dark attribute	68	840	480	among	253	214	103	130	327	162	3
		SPELL SKILL	Fire Flame / Attack Boost / Guard Fall / Heat Storm / Temptation / Chaos Flare										
	Evil	Light attribute	68	840	480	among	[illegible]	214	[illegible]4	130	[illegible]27	16[illegible]	[illegible]
		SPELL SKILL	Fire Flame / Attack Boost / Guard Fall / Heat Storm / Temptation / Chaos Flare!										
	Apocalypse	● Light attribute	68	880	380	among	287	226	125	157	99	158	5
		SPELL SKILL	—										
	Apocalypse	闇属性	68	880	380	with	287	226	126	157	99	158	5
		SPELL SKILL	—										

Mistress Ruins 10th Layer

No.	Name	Attributes	Lv.	HP	MP	17	ATK	GRD	SPD	TEC	MGC	RES	MOV
	Alcheminion	Required attribute	70	984	492	[illegible]	$410	289	133	166	333	[illegible]	[illegible]
		[SPELL SKILL	Needlewood/Jungle Combo/Yggdrasil/Baralize/Cure All/Aiming/Cross Crusade										
①	Alchemic Eye	Electric attribute	70	861	492	Melee	256	216	103	132	338	168	4
		SPELL SKILL	Needlewood/Jungle Combo/Sleep Wave										
～	Alchemic Eye	Lightning attribute	70	861	492	Melee	256	216	104	132	338	168	4
		SPELL SKILL	Needlewood/Jungle Combo/Sleep Wave										
6	Alchemic Eye	Neutral attribute	70	[illegible]	[illegible]	Melee	256	216	105	132	338	168	4
		SPELL SKILL	Needlewood/Jungle Combo/Sleep Wave										
	Alchemic Eye	Lightning Attribute	70	861	492	近	256	216	106	132	338	168	4
		[SPELL SKILL	Needlewood/Jungle Combo/Sleep Wave										

Stress Ruins 11th Layer

Name	Attribute Lv. HP MP Type ATK GRD SPD	TEC	MGC	RES	MOV	JMP
Hikopin	Fire Attribute 72 880 500259 230 102 259 230 102 SPELL SKILL Fire Flame/Heat Storm/Chaos Flare	133	348	172	4	3
Hikopin	Fire Attribute 72 892 500 Melee 259 230103 133 SPELL SKILL Fire Flame/Heat Storm/Chaos Flare		347	173	4	3
Hikopin	Fire Attribute 72 888 500 Melee 259 230104 SPELL SKILL Fire Flame/Heat Storm/Chaos Flare	133	345	176	4	3
Hikopin	Fire Attribute 72 876 500 Melee 259 20 105133 [SPELL SKILL Fire Flame/Heat Storm/Chaos Flare		350	172	4	3
Hikopin	Fire Attribute 72 874 500 Melee 259 230 106 133 SPELL SKILL Fire Flame/Heat Storm/Chaos Flare		351	172	4	3
Hikopin	Fire Attribute 72 875 500 Melee 259 230 107 [SPELL SKILL Fire Flame/Heat Storm/Chaos Flare	133	347	171	4	3
Hikopin	Fire Attribute 72 870 500 Melee 259 230 108 SPELL SKILL Fire Flame/Heat Storm/Chaos Flare	133	356	174	4	3
Hikopin	Fire Attribute 72 885 5000 Melee 259 230109133 SPELL SKILL Fire Flame/Heat Storm/Chaos Flare		352	180	4	3

Mistress Ruins, 12th Floor

Name	Attribute Lv. HP MP Type ATK GRD SPD	TEC	MGC	RES	MOV	JMP
Mikopin	☐ Water | 74 890 508 Melee 262 232 106 SPELL SKILL Aqua / Splash / Ice Crush / Curare	136	358	178	4	3
Mikopin	Water attribute 74 890 508 Melee 262 232 107 136 SPELL SKILL Aqua / Splash / Ice Crush / Curare		358	178	4	3
Mikopin	Four Water attribute 74. 890 508 Melee 262 232 108 136 SPELL SKILL Aqua/Splash/Ice Crash/Curer		358	178	4	3
Mikopin	Gate Water attribute 74 890 508 near 262 232 109 136 SPELL SKILL Aqua / Splash / Ice Crash / Curarer		358	178	4	3
Mikopin	☐ Water attribute 74 890 508 near 262 232 110 136 SPELL SKILL Aqua / Splash / Ice Crash / Curarer		358	178	4	3
Mikopin	Water attribute 74 890 508 near 262 232 111 136 SPELL SKILL Aqua / Splash / Ice Crash / Curarer		358	178	4	3
Mikopin	Water attribute 74 890 508 near 262 232 112 136 358 SPELL SKILL Aqua / Splash / Ice Crash / Curarer			178	4	3
Mikopin	Water attribute 74 890 508 near 262 232 113 136 SPELL SKILL Aqua / Splash / Ice Crash / Curarer		358	178	4	3

Mistress Ruins 13th Layer

Name	Attribute Lv. HP MP 51 ATK GRD SPD TEC MGC RES MOV JMP		
Kikopin	Wood attribute 76 905 517 266 234 106 136 366 181 [SPELL SKILL Needlewood / Jungle Combo / Yggdrasil / Sleep Wave / Paralyze	4	3
Kikopin	Wood attribute 76 905 517 near 266 234 107 136 366 181 181 [SPELL SKILL Needlewood / Jungle Combo / Yggdrasil / Sleep Wave / Paralyze	4	3
Kikopin	Gate Wood attribute 76 905 517 266 234 108 136 366 181 [SPELL SKILL Needlewood / Jungle Combo / Yggdrasil / Sleep Wave / Paralyze	4	3
Kikopin	Gate Wood attribute 76 905 517 near 266 234 109 136 366 181 SPELL SKILL Needlewood / Jungle Combo / Yggdrasil / Sleep Wave / Paralyze	4	3
Kikopin	Wood attribute 76 905 517 266 234 110 136 366 181 SPELL SKILL Needlewood / Jungle Combo / Yggdrasil / Sleep Wave / Paralyze	4	3
Kikopin	Wood attribute 76 905 517 near 266 234 111 136 366 181 234 111 136 366 181 SPELL SKILL Needlewood / Jungle Combo / Yggdrasil / Sleep Wave / Paralyze	4	3
Kikopin	Wood attribute 76 905 517 266 234 112 136 366 181 SPELL SKILL Needlewood / Jungle Combo / Yggdrasil / Sleep Wave / Paralyze	4	3
Kikopin	Wood attribute 76 905 517 near 266 234 113 136 366 181 SPELL SKILL Needlewood / Jungle Combo / Yggdrasil / Sleep Wave / Paralyze	4	3

Extra Dungeon Completion Reward

Clearing all floors of the Extra Dungeon grants you an accessory called the "Sleipnir." Its effect is to increase Move by +1. Among all items, Sleipnir is the only one that has this effect. Its practicality is outstanding.

Obtained "Sleipnir"

◀ Got Sleipnir. From now on, you can obtain it each time you clear it.

Mistress Ruins - 14th Layer

No.	Name	Element Lv. HP MP Type ATK GRD SPD TEC MGC RES MOV JM
❶～❽	Fukopin	Wind element 78 919 525 270 236 107 137 376 1874 SPELL SKILL Wind Cutter / Slash Gale / Jet Storm / Venom / Confuse
	Fukopin	Wind element 78 919 525 Close 270 236 108 137 376 187 4 SPELL SKILL Wind Cutter / Slash Gale / Jet Storm / Venom / Confuse
	Fukopin	Wind element 78 919 525 270 236 109 137 376 1874 SPELL SKILL Wind Cutter / Slash Gale / Jet Storm / Venom / Confuse
	Fukopin	Wind element 78 919 525 270 236 110 137 376 1874 SPELL SKILL Wind Cutter / Slash Gale / Jet Storm / Venom / Confuse
	Fukopin	Wind element 78 919 525 270 236 111 137 376 1874 SPELL SKILL Wind Cutter / Slash Gale / Jet Storm / Venom / Confuse
	Fukopin	Seven Wind element 78 919 525 Close 270 236 112 137 376 187 78 919 525 Close 270 236 112 137 376 187 4 919 525 112 137 376 187
	Fukopin F	SPELL SKILL Wind Cutter / Slash Gale / Jet Storm / Venom / Confuse 4 Wind element 78 919 525 270 236 113 137 376 187 SPELL SKILL Wind Cutter / Slash Gale / Jet Storm / Venom / Confuse
	ukopin	Wind element 78 919 525 Close 270 236 114 137 376 1874 SPELL SKILL Wind Cutter / Slash Gale / Jet Storm / Venom / Confuse

Mistress Ruins - 15th Layer

No.	[Name	Element Lv. HP MP 917 ATK GRD SPD TEC MGC RES	MOV	JM
❶～⑤	Alcheminion	Lightning element 80 999 534 439 352 141 177 380 19103 SPELL SKILL Wind Cutter / Slash Gale / Confuse / Jet Storm / Cure All / Aiming / Cross Crusade		
	Alchemic Eye	Lightning element 80 934 534 Close 274 239 111 140 386 191 Close 274 239 111 140 386 191 SPELL SKILL Wind Cutter/Slash Gale/Venom	4	
	Alchemic Eye	Lightning attribute 934 534 Near 274 239 112 140 386 191 80 SPELL SKILL Wind Cutter/Slash Gale/Venom	4	
	⑤ Alchemic Eye	Lightning attribute 80 934 534 近 274 239 113 140 386 191 SPELL SKILL Wind Cutter / Slash Gale / Venom	4	
	Alchemic Eye	Thunder attribute 80 934 534 Melee 274 239 114 140 386 191 SPELL SKILL Wind Cutter / Slash Gale / Venom	4	

Mistress Ruins Floor 16

No.	Name	Attribu Lv. HP MP Type ATK GRD	SPD	TEC	MGC	RES	MOV	JM
❶～❽	Gladiator	Wood attribute 82 999 406 Melee 333 267 SPELL SKILL	113	141	115	193	4	
	Gladiator	Wood attribute 82,999 406 Near 333 267 SPELL SKILL	224	142	115	193	4	
	Sagittarius	Ba Wind attribute 82,994 429 Ranged 313 247 136 SPELL SKILL	171	122	193	5		4
	Sagittarius	Wind Attribute 82 994 429 Speed 313 247 SPELL SKILL	137	172	122	193	5	4
	Sorcerer	Attrib 82 949 542 Near 277 242 SPELL SKILL Dark / Abyss / Astral Seed / Skull Beyond / Magic Boost Affinity 82	112	141	398	198	3	
	Sorcerer	949 542 Melee 277 242 ESPELL SKILL Dark / Abyss / Astral Seed / Skull Beyond / Magic Boost	113	141	398	198	3	
	Abōsuru (Abosuru)	Water affinity 82949 542277 242 114 141 949 542277 242 114 141 SPELL SKILL Cure / Curare / Salvation / Attack Boost / Tech Boost / Speed Boost / Guard Boo			398	198	3	
	"Aposuru (Aposuru)"	Water affinity 82 949 542 Melee 277 242 115 141 398 198 3 SPELL SKILL Cure / Curare / Salvation / Attack Boost / Tech Boost / Speed Boost / Guard Boo						B

Mistress Ruins 17th Floor

No.	Name	Attributes	Lv.	HP	MP Type ATK GRD	SPD	TEC MGC RES MOVE	
❶～❽	Gladiator	Wood affinity SPELL SKILL	84	999	413 Melee 338 270 114		143 117 197	41
	Gladiator	Wood affinity 84 999 SPELL SKILL			413 near 338 270	115	143 117 197	4
	Sagittarius	Wind affinity 84 999 436 SPELL SKILL			Far 319 219	138	173 124 197	5
	Sagittarius	Wind attribute SPELL SKILL	84	999	436 Speed 319 219	139	173 124 197	5
	"Pirate	Fire attri SPELL SKILL	84	999	367 Near 394 296	102	128 117 197	4
	Pirate	C Fire attribute SPELL SKILL	84	999 367	Near 394 296	103	128 117 197	4
	Kung Fu Master	Fire attribute 84 SPELL SKILL		999 367	Near 394 296	101	128 117 197	3
	Kung Fu Master	☐ Fire attrib SPELL SKILL	84	999	367 近 394 296	104	128 117 197	3

Mistress Ruins 18th Layer

No.	Name	Attributes Lv. H P Typ TK GR SPD TEC MGC RES MOV JMP
①～⑧	Abōsuru (Abosuru)	Four Water Attribute 86 977 558 Melee 285 209 107 138 419 209 3 2 SPELL SKILL Cure / Curarer / Salvation / Attack Boost / Tech Boost / Speed Boost / Guard Boost
	Abōsuru (Abosuru)	△ Water Attribute 86 977 558 Melee 285 209 112 138 419 209 3 2 SPELL SKILL Cure / Curarer / Salvation / Attack Boost / Tech Boost / Speed Boost / Guard Boost
	Abōsuru (Abosuru)	Water Attribute 86 977 558 Melee 285 209 113 138 419 209 3 2 SPELL SKILL Cure / Curarer / Salvation / Attack Boost / Tech Boost / Speed Boost / Guard Boost
	Abōsuru (Abosuru)	Water Attribute 86 977 558 Melee 285 209 114 138 419 209 3 2 SPELL SKILL Cure / Curarer / Salvation / Attack Boost / Tech Boost / Speed Boost / Guard Boost
	Sorcerer	Open Attribute 86 977 558 if 285 209 108 138 419209 3 2 SPELL SKILL Dark / Abyss / Astral Seed / Skull Beyond / Magic Boost
	Magician	Wind Attribute 86 977 558 Melee 285 209 109 138419 2093 2 SPELL SKILL Dark / Abyss / Astral Seed / Skull Beyond / Magic Boost
	Mage	o Fire Attribute 86 977 558 Melee 285 209 110209 138 419 3 2 SPELL SKILL Dark / Abyss / Astral Seed / Skull Beyond / Magic Boost
	Wizard	3 Lightning Attribute 86 977 558 Melee 285 209 111 138 419 209 3 2 SPELL SKILL Dark / Abyss / Astral Seed / Skull Beyond / Magic Boost

Mistress Ruins 19th Layer

No.	Name	Attrib . HP 17 A RD S EC MGC	RES	MOV	JMP
①～⑧	Dark Calibur	Lightning attribute 88 999447 Melee 326 225 142178133 SPELL SKILL —	209	5	3
	Dark Caliber	Lightning attribute 88 999 376 Melee 403 304105131126 SPELL SKILL —	209	3	2
	Dark Caliber	f Lightning attribute 88 999 376 Melee 403 304106131126 SPELL SKILL —	209	3	2
	Dark Caliber	Lightning attribute 88 999 447 Melee 326 225 141 178 133 SPELL SKILL —	209	5	3
	Dark Caliber	Lightning attribute 88 999 423 Melee 345 278 116 147 126 SPELL SKILL —	209	4	3
	Dark Caliber	Lightning attribute 88 999 447 Near 326 225 143 178 133 SPELL SKILL —	209	5	3
	Dark Caliber	Thunder attribute 88 999 423 Near 345 278 117 147 126 SPELL SKILL —	209	4	3
	Dark Calibur	Thunder attribute 88 999 423 Near 345 278 118 147 126 SPELL SKILL —	209	4	3

Stress Ruins 20th Floor

No.	Name	Element Lv. HP MP 317 ATK GRD SPD TEC MGC RES MOV JMP
	Alcheminion	Thunder attribute 90 999 572 Special 4 322 15 188 43 2190 3 SPELL SKILL Shine/Photon Blast/Ray Flash/Rejection/Cure All/Aiming/Cross Crusade
①～⑧	① Alchemic Eye	Thunder attribute 90 999 572 Melee 28 215 111 141 440 219 4 3 SPELL SKILL Shine/Photon Blast/Curer
	Alchemic Eye	Lightning attribute 90 999 572 melee 289 215 112 141 440 219 4 3 SPELL SKILL Shine/Photon Blast/Curer
	Alchemic Eye	Lightning attribute 90 999 572 近 289 215 113 141 440 219 4 3 SPELL SKILL Shine/Photon Blast/Curer
	Alchemic Eye	Lightning attribute 90 999 572 近 289 215 114 141 440 219 4 3 SPELL SKILL Shine/Photon Blast/Curer

Stress Ruins 21st Floor

No.	Name	Attribute Lv. HP MP Type ATK GRD SPD TEC MGC RES MOV JMP
	Swordmaster	☐ Fire attribute 92 999 483 Melee 450 319 120 143123 214 4 3 SPELL SKILL Raging Beat/Drive Charge/Reve Hound
①～⑧	1. Shinobi	Wind element 92 918 483 Mid 328 253 158 190 350 204 5 4 SPELL SKILL Crimson Flame/Shiden Talisman/Hayabusa Technique/Mugen/Thunder God Summon / Wind God Summon
	Servant	Water element 92 821 531 遠 346 229 120 166 164 209 3 2 SPELL SKILL Blind/Confuse/Poisonous
	Yonatama Hero	Water element 92 870 458 近 516 238 133 32 130 218 4 3 SPELL SKILL Kirameki
	Samurai	Wood attribute 92 870 458 近 373 253 133 198 130 198 4 3 [SPELL SKILL One-Slash / Piercing Strike / Shadow Cherry / Sanpō Seal / Chaotic Cherry Blossom]

Mistress Ruins 22nd Floor

No.	[Name	Element | Lv. HP MP Type ATK GRD SPD TEC MGC RES MP Type ATK GRD SPD TEC MGC RES	MOV	JM
❶～❻	Holy Order Soldier	Neutral 94 978 244 Melee 442 295 128 160 139 211 SPELL SKILL Exorcism Gun Technique: Rumble Hit / Exorcism Art Type 2: Point Shot / Exorcism Gun Technique Type 3	4	
	Rim Guardian	Flower attribute 94 880 256 long-range 347 236 134 184 145 211 4 SPELL SKILL Cross Imbrow / Shadow Strike / Aiming / Innocent Arrow / Rapid Break		
	Swordmaster	Fire attribute 94 999 244 452 3 近 44 125 111 4 SPELL SKILL Raging Beat / Drive Charge / Reave Hound		
	Priest	5 Water attribute 94 782 280 melee 305 233 115 152 152 227 SPELL SKILL Cure / Aqua / Clearer / Curarer / Splash	4	
	Shinobi	Wind attribute 94 929 244 mid-range 329 256 160 192 152 212 SPELL SKILL Atte / Mugen]	5	
	Servant	Water attribute 94 831 268 long-range 350 232 121 168 166 216 SPELL SKILL Blind / Confuse / Poisonous	3	

Mistress Ruins Floor 23

No.	Name	Attribute Lv. HP MP 17 ATK GRD SPD TEC MGC RES MOV MIL
❶～❼	Rim Braver	Attribute 96 987 493 melee 448 279 128 161 142 223 4 SPELL SKILL Exorcist Gun Technique Type 1 Rumble Hit / Exorcist Gun Technique Type 2 / Point Shot / Exorcist Gun Tech
	Rim Guardian	Element C (Thunder) 96 888 517 Ranged 348 270 134 185 149 223 4 SPELL SKILL First Aid / Cross Improv / Shadow Strike / Aiming / Innocent Arrow / Rapid Break
	Swordmaster	Fire element 96 999 493 SEE 460 314 121 144 127 224 4 SPELL SKILL Raging Beat / Drive Charge / Reave Hound
	Arknight	Lightning element 96 [illegible] 517 Mid 436 3[illegible] 128 [illegible]9 349 [illegible]9 4 SPELL SKILL Thunder / Attack Fall / Lightning / Power Strike / Pile Bunker / Cross Crusade / High Defense/
	Servant	Water element 96 838 542 Ranged 338 279 121 169 170 226 3 SPELL SKILL Blind / Confuse / Poisonous
	Yonatama Hero	Water element 96 888 468 Melee 510 298 134 32 134 234 4 SPELL SKILL Sparkle / Fierce / Moisture
	Samurai	Wood element 96 987 517 Melee 420 288 140 169 334 228 4 SPELL SKILL Single Slash / Piercing Strike / Shadow Cherry / Three Treasures Seal / Gale Flash / Chaotic Cherry

Mistress Ruins, 24th Floor

No.	Name	Element Lv. HP MP 91 ATK GRD SPD TEC MGC RES	MOV	JM
❶～❽	Witch of Dawn Light	Light element 98 895 571 381 262 143 146 460 266 4 3 SPELL SKILL Shine/Cure/Quiet/Curar/Photon Blast/Cure Stream/Ray Flag		
	Witch of Integrity	Water element 98 796 596 360 244 110 154 375 259 3 SPELL SKILL Cure/Aqua/Clearer/Curar/Splash/Ice Crash/Salvation		
	Witch of Floating Clouds	Wind element 98 895 571 遠 361 253 156 187 360 271 SPELL SKILL Wind Cutter/Venom/Slash Gale/Confuse/Jet Storm	5	
	Witch of Dominant Green	Wood element 98 995 546 Melee 450 253 149 138 346 256 4 SPELL SKILL Needle Wood/Jungle Combo/Sleep Wave/Paralyze/Squeeze/Yggdrasil		
	Violet Lightning Witch	Thunder element 98 895 621 近 310 235 136 179 482 295 3 SPELL SKILL Thunder/Lightning/Curar/Reflection/Plasma Bolt		
	Witch of Starlit Shadows	Dark element 98 945 621 Mid 401 253 117 154 467 253 4 SPELL SKILL Cure All/Clearer/Dark/Abyss/Skull Beyond/Astral Seed		
	Red Lotus Witch	Fire element 98 995 596 Melee 421 262 123 154 353 253 SPELL SKILL Fire Flame/Heat Storm/Temptation/Rejection/Chaos Flare	4	
	Alchemist Saint Witch	Thunder element 98 999 591 遠 458 249 147 185 458 251 SPELL SKILL Thunder/Lightning/Temptation/Plasma Bolt/Point Shot/First Aid	4	

Mistress Ruins 25th Floor

No.	Name	Element Lv. HP MP 17 ATK GRD SPD TEC MGC RES MOV JM
	Alcheminion	Lightning 99 999 598 5[illegible] 439 1[illegible] [illegible]7 343 [illegible] SPELL SKILL Dark / Abyss / Astral Seed / Magic Boost / Cure All / Skull Beyond / Aiming / Cross Crusade
①	Alchemic Eye	Lightning 99 999 598 近 303 2[illegible]6 117 1[illegible]7 484 2[illegible]3 3 SPELL SKILL Thunder / Lightning / Salvation / Plasma Bolt
～	Alchemic Eye	Lightning 99 999 598 近 303 226 117 147 484 243 4 SPELL SKILL Thunder / Lightning / Confuse / Plasma Bolt
⑤	Alchemic Eye	“Lightning 99 999 598 if 303 226 117 147 484 243 4 SPELL SKILL Thunder / Lightning / Paralyze / Plasma Bolt”
	Alchemic Eye	Element 99 999 598 303 226 117 147 484 243 4 SPELL SKILL Thunder / Lightning / Sleep Wave / Plasma Bolt

Communication Match Strategy

Here are the rules and principles you should know when engaging in online multiplayer battles, as well as the combat maps that are actually used in online matches.

Rules for Communication Matches

There are basic rules for "communication matches" that do not change regardless of the selected mode. There is a "90-second" time limit on the entry screen where you select units to deploy and on each unit's turn during battle, and the victory/defeat condition is uniformly defined as "one side's units being completely annihilated." The existence of the time limit in particular requires precise judgment and operation. The table on the right shows the criteria used to determine matching when "Play with Anyone" is selected for "Wi-Fi Matches."

The system compares the party's overall average level to find the optimal opponent for a fair match.

● "Play with Anyone" Matching Method

1 Search for players whose average level difference is within 5
↓
2 Search for players whose average level difference is within 10
↓
3 Search for players whose average level difference is within ±15
↓
❹ Search with no limit on average level difference

Searching for an opponent. It's a tense moment. Once an opponent is found, you will move to the entry screen. Considering the time limit, it's a good idea to decide your deployed members and basic tactics in advance. The battle has already begun.

Obtain items in Wi-Fi matches

You can obtain items by using the "Match Anyone" option in the Wi-Fi battle menu. The basic rank of items you receive is determined by the "average level of all deployed units" chosen by the player and the "match outcome" (win/lose).

The acquired items are assigned three rarity tiers: S, A, and B. The higher the opponent's level, the higher the rarity of items you can obtain. Both luck and strength are needed to get better items. The specific items for each rarity are also listed on [P.116]. Refer to that and prepare for future battles.

◀ You gave it your all in the match, but fell short and were defeated. However, you can still obtain items, although their rarity may be somewhat reduced.

Item
Favu
Toru

▶ In "Match Anyone" you can obtain accessories and curse-words (spell scrolls). These can of course also be used in the main game. Enjoy the matches while collecting items.

● Basic rules for obtaining items in "Match Anyone"

Average level	When you win	In case of defeat
+11 and above	Obtain 3 Rarity S items	Obtain 3 Rarity A–B items
+6~+10	Obtain 2 Rarity S items	Obtain 2 Rarity A–B items
+1~+5	Obtain 2 Rarity S–A items	Obtain 1 Rarity A–B item
±0~−5	Obtain 2 Rarity S–B items	Obtain 1 Rarity A–B item
−6~−10	Obtain 1 Rarity S–B item	Obtain 1 Rarity B item
−11 and above	Obtain 2 Rarity B items	Obtain 1 Rarity B item

Wi-Fi Battle Acquired Items List

● List of Acquired Items

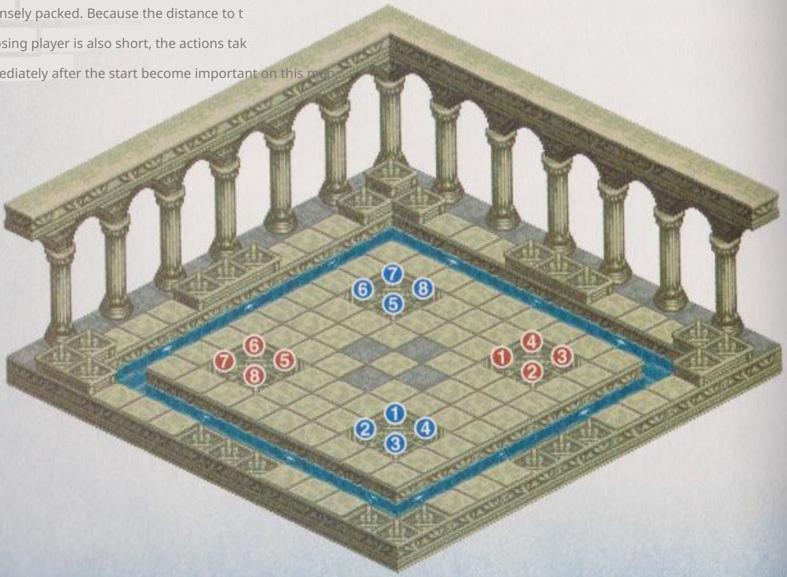
Rarity	Classification	Item Name
S	Accessory	Sandals
	Curses	Uīsu
	Curse Word	Rūma
	Curse Word	Tie
	Curses	Fair
	Configuration	Megira
	Curses	Rios
	Curses	Sereno
	呪言	Esto
	呪言	Bal
A	Accessories	Feudal Lord Sandals
	Accessories	Feather Glove
	Accessories	Rune Ring
	Accessories	Rune Press
	Accessories	Black Mantle
	Accessories	Knight's Gauntlet
	Accessories	Green Stone
	Accessories	Muscle Belt
	Distributed Word	Roga
	Curses	Roum
	Curse Word	Fāvu
	Curse Word	Chino
	Speak Word	Burat
	Curse Word	Racto
	Curse Word	Shukon
	Curse Word	Sorbet
	Curse Word	Notos

Rarity	Classification	Item Name
B	Accessories	Warrior Sandals
	Accessories	Protector
	Accessories	Sapphire Ring
	Accessories	Sapphire Bracelet
	Accessories	Survival Mantle
	Accessories	Iron Gauntlets
	Accessories	Yellowstone
	Accessories	Belly Band
	Cursed Word	Prox
	Curses	Foris
	Curses	Aure
	Curse Word	Anemos
	Curse Word	Nitor
	Curse Word	Bose
	Curse Word	Wespe
	Curse Word	Rim
	Curse Word	Clie

Items obtainable from "Battle Anyone" are classified by rarity and compiled into a list. It includes high-level accessories and charm-spells. Of particular note is the S-rank "Sandal." It is an item used as material for forging powerful rare charm-spells and is a valuable item of which only three can be acquired in the main story.

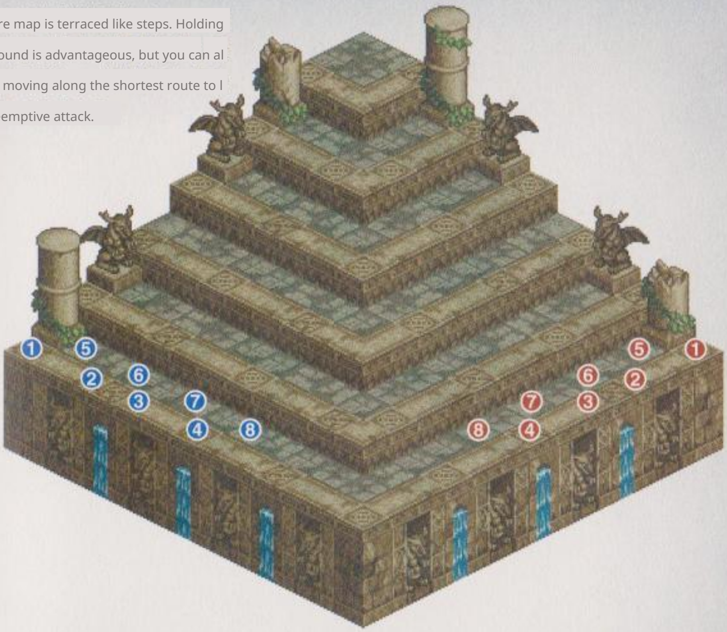
[Online Match] Map No.1

The map is narrow, and the starting positions are densely packed. Because the distance to the opposing player is also short, the actions taken immediately after the start become important on this map.



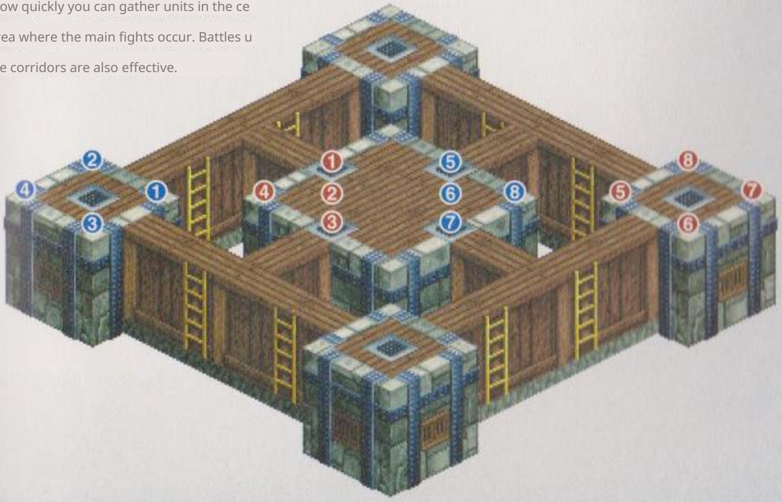
[Online Match] Map No.2

The entire map is terraced like steps. Holding the high ground is advantageous, but you can also consider moving along the shortest route to launch a preemptive attack.



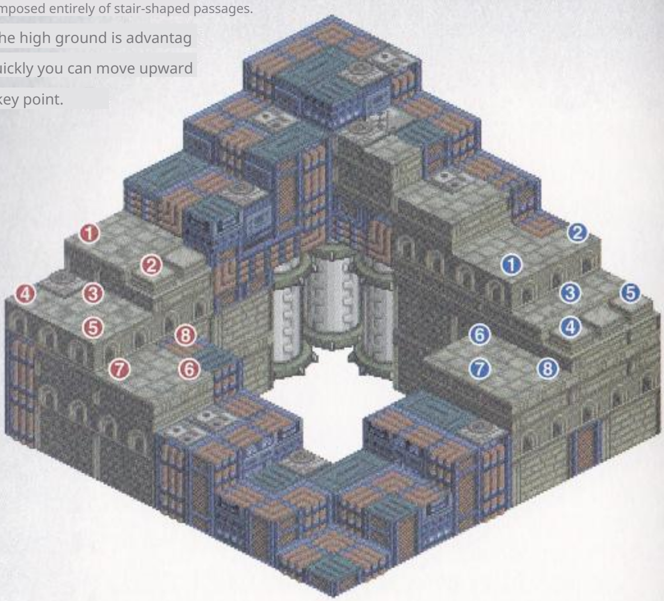
[Online Match] Map No.3

The starting positions are dispersed. The key is how quickly you can gather units in the central area where the main fights occur. Battles using the corridors are also effective.



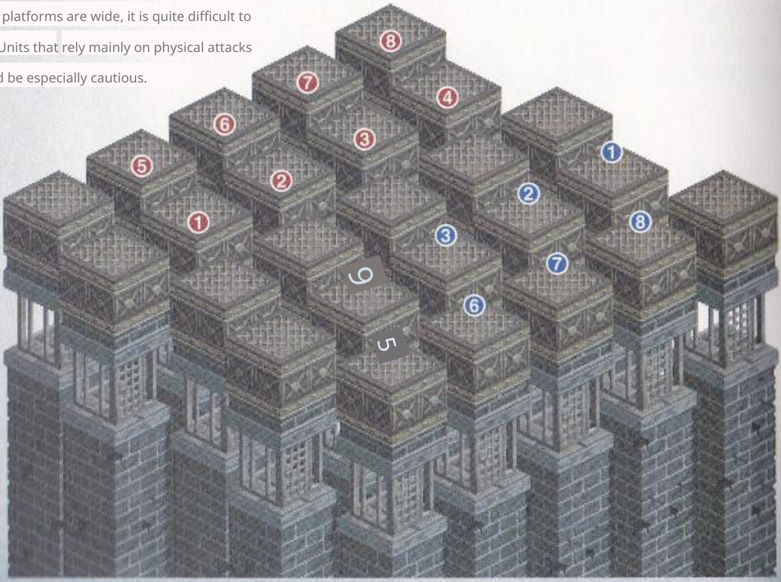
[Online Match] Map No.4

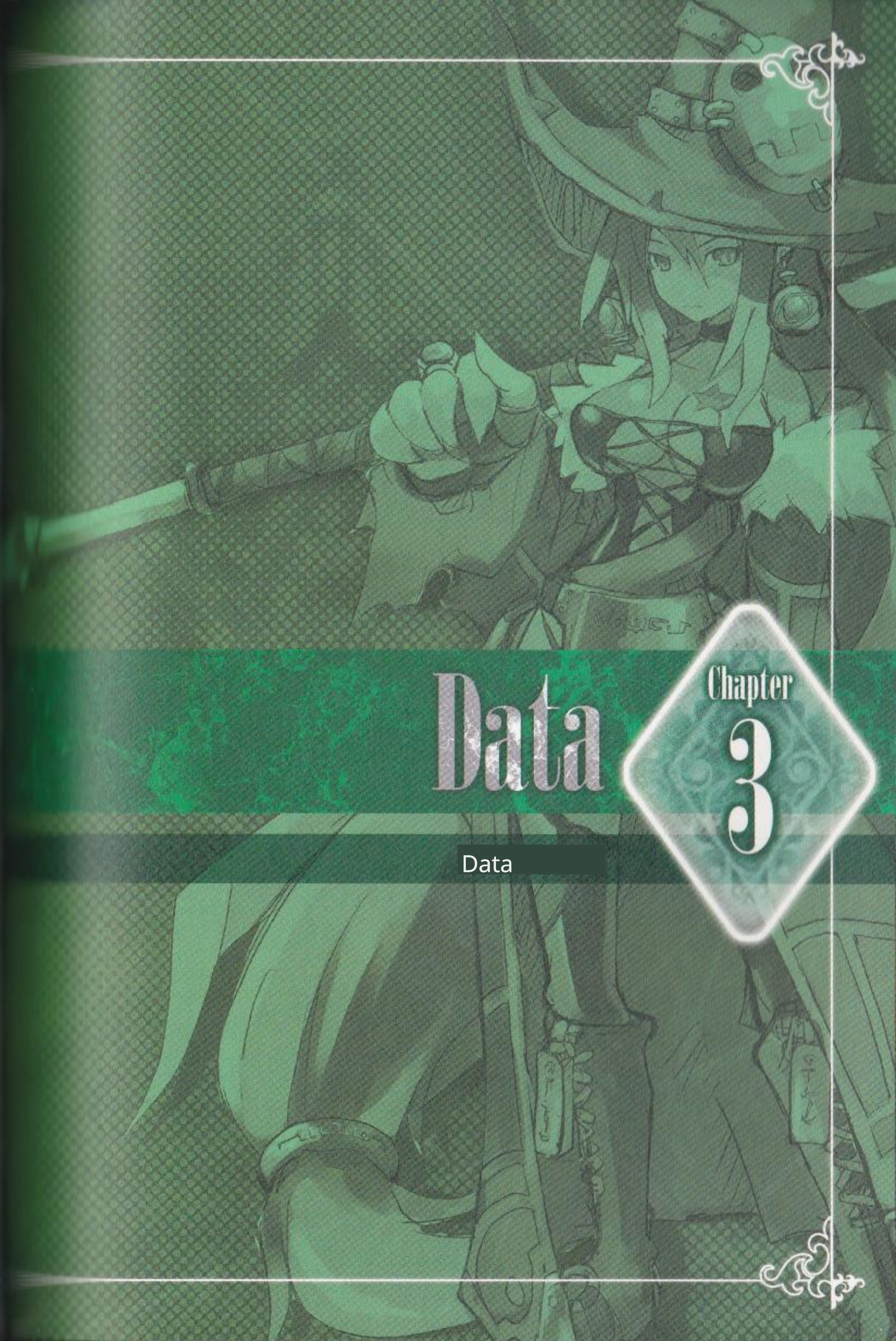
The map is composed entirely of stair-shaped passages. Map. Holding the high ground is advantageous, so how quickly you can move upward becomes the key point.



[Online Match] Map No.5

Relatively spacious map. Because the gaps between platforms are wide, it is quite difficult to move. Units that rely mainly on physical attacks should be especially cautious.





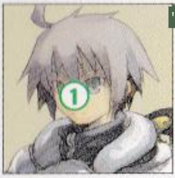
Chapter 3

Data

Data

Friendly Unit Data

●How to read the data



"Alf ②

·Holy Order Member

The protagonist of this work. An attacker who shows average growth and mainly learns ranged attack skills. Because he primarily acquires medium- to long-range attack skills, he demonstrates his true value when entrusted with attacks from mid to long distance. In particular, the "Point Shot" and "Anti-Demon Gun Technique"

④	Join me ⑤	Number of chapters	Attack ⑥
	Lv.	Chapter 1	

[Equipment type Sword/Helmet/Armor ⑦

Starting equipment: Broadsword, Hachimaki / Leather Armor

Initial stats ⑧

HP	MP	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
40/A	10/C	10/A	10/S	8/B	10/B	7/C	5/B	4	3

Learned Magic/Skills ⑨

3 Exorcism Technique Level 1	23 破魔銃術3式
B Ramble Hit.	—
13 Exorcism Technique II	—
18 Point Shot	—

Name	Learning Lv	Type	Height Limit	Range
Burst Rush	7	Physical	3	Straight 2
	Effect: 1.3× physical damage + Paralysis 3 turns			
Mach Slash	27/103 characters		3 characters	T-shaped
	Effect: 1.5× physical damage + Paralysis 3 turns			
—	—	—	—	—
	Counterfruit —			

① Graphics

Unit graphics.

② Name and class name

The upper line is the unit's name. The lower line indicates the class name.

③ Unit description

Explains the unit's characteristics.

④ Unit attribute

The unit's attribute.

⑤ Join level / chapter

The level and timing at which the unit formally joins the party. Alph (Rim) Theo (Rim), Leon (Swordmaster), and Cecil (Awakening) are not listed because their levels do not change.

⑥ Attack type

The type of the normal attack. There are three types: melee, mid-range, and long-range. See [P.826] for details on attack types.

⑦ Equipment Type · Initial Equipment

The types of equipment that can be equipped, and the equipment carried when officially joining the party. Each item from the left indicates Weapon / Head Armor / Body Armor.

⑧ Initial Status

Status values at Lv.1. Attack = ATK, Guard = GRD, Speed = SPD, Technique = TEC, Magic = MGC, Resist = MOV, Jump = JMP are abbreviated as shown. These do not include status changes from equipment. A "/" or a single alphabet character indicates the growth rate of the status; the higher this rank, the greater the status increase upon leveling up. Ranks are classified into four tiers: S, A, B, and C. Some units cannot be checked at Lv.1 within the game.

⑨ Learned Magic / Skills

The magic or skills a unit learns, along with the level at which they are learned and their names. Names in blue indicate magic, while names in red indicate skills.

⑩ Flash Drive Data

Data for the Flash Drives a unit learns.

Name: The name of the Flash Drive.

Acquisition Level: The level at which the Flash Drive is learned.

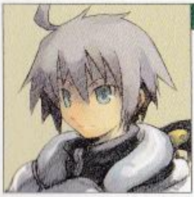
Type: There are three types—Physical, Recovery, and Magic. Physical follows normal attack mechanics, while Magic is affected by status changes and attributes.

If the height difference between the unit triggering the height limit and the target unit then even if the target is within range, the effect cannot be applied.

Range: the distance that the flash drive can reach.

Range: The breadth of effect. For special ranges, refer to [→P.830].

Effect: Details of the effect, such as the damage dealt.



Alf

Holy Order Soldier

The protagonist of this work. An attacker who shows average growth. Mainly learns long-range attack skills, so assigning them as a mid- to long-range attacker allows them to demonstrate their true value. In particular, the "Point Shot" and "Hama Gun Techniques" (破魔銃術) series are powerful skills that can be used until the late game.

Attribute	Joining Level / Chapter Count	Attack Type
Non-attribute	Lv.1 Chapter 1	Melee

[Equipment type Sword/Helmet/Armor

Starting equipment: Broadsword / Hachimaki (headband) / Leather Armor

Initial stats

HP	MP	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
40/A	10/C	10/A	10/S	8/B	10/B	7/C	5/B	4	3

Learned Magic/Skill

3 Break Technique Form	23 Break Technique Form 3
B Rumble Hit	—
13 Break Technique Form 2	—
18 Point Shot	—

Name	Learned Level	Type	Height Limit	Range	Area
Burst Rush	7	Physical	3	Straight 2	Straight 2
	Effect: 1.3× physical damage + Paralyze 3 turns				
Mach Slash	27	Physical	3	T-shaped	T-shaped
	Effect: 1.5× physical damage + Paralyze 3 turns				
—	—	—	—	—	—
	Effect —				

Alf (Rim)

▶ Rim Braver

Acquires very powerful healing and support skills. In particular, the usability of "Rim Assort" is outstanding. Ranged attack capability remains unchanged from before, so this unit can perform well on both offense and defense. Because this unit is forced to join in the main story, make sure its equipment is

	Join Level. Chapt	Attack Type
Single Attribute	Chapter 17	Melee

Type Sword/Helmet/Armor

Starting Equipment

Initial stats

P	MP	TK	GR	SPD	TEC	MG	RES	MOV/JMP
40/A	10/C	10/A	10/58/B	10/B	7/C	5/B	4	3

Learned Magic/ Skills		
	3 Anti-Demon Gun Model 1	23 Anti-Demon Gun
	8 mble Hit	28 R m Shield
	13 Destruction Technique Style 2	37 R m Assort
	18 Point Shot	41 Rim Wall

Name	Learned Lv Type Height Limit Range	Range
Rim Shoot	Upon awakening Physical 6 4 Effect: 1.3× physical damage + Paralysis 3 tu	Small
Rim Blast	Upon awakening Physical 6 5 Effect: 1.5× physical damage + Paralysis 4 turns	Small
Drag Buster	44 Physical 6 6 Effect: 2.0× physical damage + Paralysis 4 tu	Large

Theo

▶ Archer

In the early stages, the only ranged-attack unit. Its stat growth is low compared with the overall average, and its defensive capability in particular remains a concern, so compensate with equipment. It learns many ranged-attack skills as well as healing and support skills, giving it a balanced offense and defense.

	Joining Level / Chapter Count	Attack Type
Non-attribute	Lv.1 Chapter 1	Ranged

Equipment Type Bow/Hat/Clothes

Starting Equipment Apprentice Bow / Hat / Everyday Clothes

Initial stats

HP	MP	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
36/B	10/B	8/C	8/C	8/A	11/S	7/B	5/C	4	3

Learned Magic/ Skills		
	4 Concentrate	28 Aiming
	10 Cross In Blow	34 Innocent Arrow
	16 First Aid	40 Rapid Break
	22 Shadow Stri	46 Onii-chan Sword

Name	Learn Lv. Type Height Limit Range Area	
Drag Cross	7 Physical 3 1 Single Target [Effect] 1.3× physical damage + Poison 3 turns	
Drag Crash	19 Physical 3 Straight Line 2 Effect 1.5× physical damage + Poison 3 turns	Straight Line 2
Drag Break	37 Physical 3 Area Around 1 Wide 3 Effect 2.0× physical damage + Poison 3 turns	

Theo (Rim)

▶ Rim Guardian

Other than changes to class and attributes, there are no alterations. Skills like "Big Brother Sword" and Flash Drive, learned around the time of class change, are powerful but have short ranges. Extreme caution is required when using them.

Attributes	Joining Level / Chapter Count	Attack Type
Electric attribute	Chapter 13 After Battle	Ranged

Equip Type: Bow / Hat / Clothing

Starting Equipment

Initial stats

HP	MP	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
36/B	10/B	8/C	8/C	8/A	11/S	7/B	5/C	4	3

習得 Magic Skill		
	4 Concentrate	28 Aiming
	10 Cross In Blow	34 Innocent Arrow
	16 First Aid	40 Rapid Break
	22 Shadow Strike	46 Big Brother Sword

Name	Learned Lv. Type Height Li	Solution
Drag Cross	7 Physical 3 1 Effect: 1.3× physical damage + Blue 3 turns	Single Target
Drag Crash	19 Physical 3 Straight line 2 1.5× physical damage + Poison 3 tur	Straight Line 2
Drag Break	Effect 37 Physical 3 Area 1 Effect: 2.0× physical damage + Poison 3 tu	Horizontal 3

Leon

▶ Fighter

A melee-specialized attacker. Its physical offense growth rate is top-class, and many of its skills reflect that. It is unfortunate that it is sidelined for a long period in the midgame, but until then it has the capability to perform as the ace of physical attackers.

Attributes	Joining Lv. Chapter	Attack Type
Fire attribute	Lv.1 Chapter 1	Melee

Equipment Type: Greatsword

Starting Equipment Greatsword/ Hachimaki/ Leather Armor

Initial stats

HP	MP	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
46/S	10/C	12/S	11/S	7/C	9/C	6/C	5/C	4	3

Learned Magic/ Skills		
	1 Charge	21 Riot Roar
	6 Breakthrough	26 Stay asleep like that!
	11 Raging Beat	25 Drive Charge
	16 Flame Pain	41 Howe Hound

Name	Learning Lv. Type Use restriction Cat	範囲
Bash Edge	7 Physical 3 1 [Effect] 1.7× physical damage + Guard Down for 4 turns	Single Target
Liodawning	23 Physical 3 Effect: 2.3× physical damage + Guard Down for 4 turns	Straight Line 2
Burn Drive	38 Physical 3 Area Horizontal 3 Effect: 3.5× physical damage + Guard Down for 4 turns	Straight Line 2

Leon

Swordmaster

Aside from a class change, there are no other alterations, and his excellent physical attack remains intact. In particular, the skill learned last, "Löwe Hound" (Reve Hound), boasts the highest power among all physical attack skills. Note that his weakness is low resistance, so be careful.

Attribute	Joining Level / Chapter Count	Attack Types
Fire	Chapter 20	Melee

Equipment Type: Greatsword

Starting Equipment

Initial stats

HP	MP	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
46/S	10/C	12/S	11/S	7/C	9/C	6/C	5/C	4	3

Learned Magic/Skills		
	1 Charge	21 Riot Roar
	6 reakthrough	26 S ay asleep like that!
	11 aging Beat	25 D ive Charge
	16 ame Pain	41 we Hound

Name	Acquired Lv. Type Height Limit Range
Bash Edge	7 Physical 3 1 Single Target Effect: 1.7× physical damage + Guard Down 4 turns
Liodawning	23 Straight 2 Physical 3 Effect: 2.3× physical damage + Guard Down 4 turns
Burn Drive	38 Physical 3 Area 1 Width 3 Effect: 3.5× physical damage + Guard Down 4 turns

Heath

Arknight

It is unfortunate that they are absent for a long time from Chapter 5 through Chapter 19. Therefore, each data entry is listed as of participation in Chapter 19. Overall, this is a versatile type that shows above-average growth: in the early game it serves as the party's wall, and in the late game it can a ct as a ma instay. Attack type Level at joining Mid-range

Attributes		
Lightning Attribute	Lv.40 After battle in Chapter 19	

Equipment type Lance/Helm/Armor

Initial equ pment Halberd/Heavy Helm/Full Plate

Initial stats

HP	MP	ATK	GRD	SPD	TEC	MGC	RES	MOVE	
48/S	10/B	11/A	10/S	8/B	10/A	7/B	5/B	4	3

Learned Magic/Skills		
	1 Thunder	8 Pile Bunker
	40 A tack Fall	34 C oss Crusade
	40 Lightning	40 Hi h Defense
	6 Power Strike	45 S cred Pride

Name	Learn Lv. Type Height limi Range
Pierce Slash	12 P al 4 Remote 2 Remote Gate 2 Effect 1.3× physical damage + Speed Down 4 turns
Porto Impact	34 Physical 4 Straight 3 Straight 3 Effect 1.5× physical damage + Speed Down 4 turns
Knight Proud	41 Physical 4 Character T-shaped Effect 2.0× physical damage + Speed Down 4 turns

Cecil

Priest

In the early game, a valuable magic-type unit. With Move 3, its turn order is slow, which is a weakness, but it learns water-element spells and should be especially useful in early fights against Vanessa. Stat-wise it is an average magic type, and its low HP is a drawback.

Attributes	Joining Level / Chapter Count	Attack Type
Water attribute	Lv.3 Chapter 3	Melee

Equip Type Staff/Hood • Ribbon/Robe

Initial equ pment: Luminous Wand / Hood / Robe

Initial stats

HP	MP	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
32/C	12/A	8/C	8/C	7/C	9/B	7/A	5/S	3	2

MODE Learned Magic/Skill		
	3 Cure	29 Revive
	6 Aqua	—
	14 Clearer	—
	22 Curer	—

Name	Learn Lv. Type Height Limit Range
Holy Bray	7 Recovery 3 5 Small Effect Medium healing magic effect+ cures all status ailments
Arclight	19 Recovery 3 5 Large [Effect Fully restores HP + cures all status ailments
—	— — — — — Garden —

Cecil (Awakened)

Witch of Starlit Shadows

After awakening and taking her true form, she achieved a significant power-up. The spells she learns are extremely well balanced, making her a versatile unit that combines offense and defense. Considering that her favored element is dark, which has many advantages in the late game, she can become a main force in the latter stages of battle.

属性	Join Lv./Chapter nu	Attack Types
Dark Attribute	Chapter 18	Mid-range

Equipment type Lance/Food Ribbon/Coat

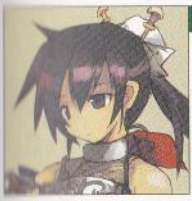
Starting Equipment Dark Horn/Dist Food/Magisa Coat

[Initial status

HP	MP	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
38/B	12/S	9/B	8/C	7/C	9/B	8/S	5/S	4	3

Learned Magic/Skills		
	2 Cure-All	29 A yss
	9 Revival	38 Magic Boost
	14 Clearer	43 Skull Beyond
	22 Dark	48 Astral Seed

Name	Learned Lv. Type Height Limit Range
Horn Swing	Awakened Physical 4 Surrounding 1 3 Effect: 1.3× physical damage + Blind for 4 turns
Rolling Horn	When awakened Physical 4 T-shape Effect: 1.5× physical damage + Blind for 4 turns
Hurricane Horn	45 Physical 4 4 Character Medium Effect: 2.0× physical damage + Blind for 4 turns



Saki

Shinobi

One of the few units with Move 5. Their stats grow mainly in Speed and Technique, but their physical attack capabilities are lower compared to other units, and many of their skills are somewhat awkward to use. Consider tactics that take advantage of their action speed.

Attribute	Join Lv. / Chapter	Attack Types
Dark Attribute	Lv.12 Chapter 6	Mid-range

Type Kunai / Hat / Martial Arts Uniform

Starting Equipment: Crescent/New Moon Hat/Hunting Cap/Attire

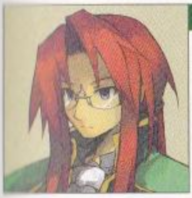
Initial stats

HP	MP	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
38/B	10/C	9/B	9/A	10/S	12/S	7/B	5/A	5	4

Learned Magic/Skills

12 Crimson Flame	24 Hawk's
12 Violet Lightning	31 Dreamla
12 Falcon Technique	38 Thunder God
17 Long Shot	45 Wind God Su

Name	Learn Lv.	Type	Height Limit	Range	Range
Vertical Circular Slash	12	Physical	3	Straight line 3	Straight line 3
	Effect 1.3× physical damage + Jump Down 4 turns				
Moon Circle	27	Physical	3	Character T-shape	Character T-shape
	Effect: 1.5× physical damage + Jump Down for 4 turns				
Jumonji Explosive Break	41	Physical	3	3	Medium
	Effect: 2.0× physical damage + Jump Down for 4 turns				



Nikola

Servant

A support-type unit that masters various status-altering skills and magic. Among the companions, Nicola shows the highest growth in Technique, but lacks skills specialized for offense, resulting in insufficient attack power. It is best to have her support allies by making full use of magic and skills.

Attributes	Joining Level / Chapter Count	Attack Type
Water attribute	Lv.14 Chapter 7	Ranged

Type: Crossbow/Hat/Robe

Starting equipment: Crossbow/Hunting cap/Satin robe

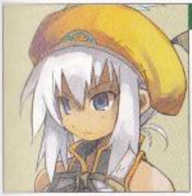
Initial stats

HP	MP	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
34/C	11/B	9/C	9/B	7/C	13/S	8/S	5/B	3	3

習得 Magic/Skills

13 Attack Boost	46 Squeeze
13 Guard Boost	
13 Blind	23 Confuse
18 Speed Boost	
34 Resist Boost	
39 Poisonous	

Name	Acquisition Lv	Type	Height Limit	Range	Range
Wise Shot	13	Physical	6	4	Single
	Effect: 1.3× physical damage + Sleep 3 turns				
Kleverest	34	Physical	6	5	Small
	Effect: 1.5× physical damage + Sleep 4 turns				
Ginia Smash	41	Physical	6	6	Medium
	Effect: 2.0× physical damage + Sleep 4 turns				



Rushia

Witch of the Dawn Light

Among magic-type units, it has relatively high speed, so if you entrust it with a support role that makes full use of various healing spells, it will reliably demonstrate its power. Make use of Flash Drive, which has a powerful additional effect that lowers move.

Attributes	Joining Level / Chapter Count	Attack Types
Light Attribute	Lv.16 After Chapter 9 Battle	Mid-range

Equipment Type Shining Staff / Hood・Ribbon / Coat

Starting Equipment Shine Rod / Silky Hood / Coat

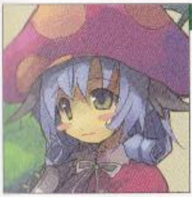
Initial stats

HP	MP	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
36/C	11/A	9/B	9/B	8/A	9/C	7/A	5/C	4	3

Learned Magic/Skills

1 Shine	28 Photon Blast
5 Cure	35 Cure Stream
20 Quiet	42 Revive
20 Curare	49 Ray Flash

Name	習得Lv.	Type	Height Limit	Range	Range
Overshine	20	Magic	4	4	Small
	Effect: 1.3× magic damage + Move Down 4 turns				
Photon Burst	32	Magic	4	5	Mid
	Effect: 1.5× magic damage + Move Down 4 turns				
Sunlight Cross	46	Magic	4	6	Large
	Effect: 2.0× magic damage + Move Down 4 turns				



Mel

Witch of Integrity

Possesses an ability even more extreme than Cecil's and develops completely specialized in magic. Mel's biggest drawback is a movement of 3, but the learned spells are convenient and easy to use; with proper tactics she can be made to perform well.

Attributes	Level at joining	Type
Water attribute	Lv.22 Chapter 11	Close Range

Equipment type: Leaf/Hood/Coat

Starting Equipment Imo no Happa / Silky Hood / Coat

[Initial status

HP	MP	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
36/C	12/A	8/C	8/C	6/C	9/B	8/S	6/S	3	2

Learned Magic/Skills

15 Cure	30 Splash
15 Aqua	35 Revive
15 Clearer	40 Ice Crash
22 Curarer	Lv.45 Salvation

Name	Learned Lv.	Type	Height restriction	Range	Range
Sea Hare	Lv.22	Magic	3	4	Small
	Effect: 1.3× magic damage + Resist Down for 4 turns				
Icicle Drop	Lv.33	Magic	3	5	Medium
	Effect: 1.5× magic damage + Resist Down for 4 turns				
Seibai Ice	Lv.44	Magic	3	6	Large
	Effect: 2.0× magic damage + Resist Down for 4 turns				

Wiwi

- Witch of Float

Shows top-class speed and technical growth. Also has Move 5 and the ability to traverse water and lava, so she can serve as a highly mobile long-range attacker. She should flexibly switch between physical and magical attacks as needed.

属性	Joining Level / Chapter	Attack Type
Wind Attribute	Lv.27 After battle in Chapte	Ranged

Equipment type: Lamp/Hood/Coat

Starting equipment: Iron Lamp/Satin Hood/Satin Coat

Initial stats

HP	MP	ATK	GRD	SPD	TEC	MGC	RES	MOVE	
36/C	11/A	8/C	8/C	9/S	11/S	7/A	5/B	5	4

Learned Magic/ Skills

20 Wind Cutter	32 Speed Boost
20 Tech Boost	37 Speed Fall
20 Venom	42 Confuse
20 Slash Gale	47 Jet Storm

Name | Learned Level / Type Height Limit Range

Duke Snipe — 20 Physical 6 5 Small

Effect: 1.3x magic damage + Technique Down for 4 turns

Lamp Bazooka — 26 Physical 6 6 Small

Effect: 1.5× magical damage + Technique Down for 4 turns

Missile Cannon — 44 Physical 6 6

Effect: 2.0× magical damage + Technique Down for 4 turns

Mavi

Witch of Dominant Green

Among the witches, she is an unusual presence: a close-range unit skilled in physical attacks. Although she excels at physical attacks, she only learns magic. Lacking physical attack skills is harsh, but she can still perform well by making full use of excellent status-inflicting magic and Flash Drive.

Attribute	Level when joining / Chapter	Attack Type
Wood attribute	Level 30 After battle in Chapter 13	Melee

Equipment type: Gloves / Hood / Coat

Initial equipment: Power Gloves / Satin Hood / Satin Coat

Initial stats

HP	MP	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
40/S	11/B	11/S	8/C	9/A	8/C	7/C	5/C	4	3

Learned Magic/ Skills

26 Needlewood	32 Sleep Wave
26 Guard Boost 37 Paralyze	
26 Tech Fall 42 Squeeze	
26 Jungle Combo 47 Yggdrasi	

(Name) Learn Lv. Type Height limit Range

Magnum Fist — 26 Physical 3 Straight 2 Straight 2

Effect: 1.3x physical damage + Attack Down for 4 turns

Physical Beat — 26 Physical 3 Horizontal 3 3

Effect: 1.5x physical damage + Attack Down for 4 turns

Tiger Fang — 45 Physical 3 T-shape T

Effect: 2.0x physical damage + Attack Down for 4 turns

Poron

Yonatama Hero

This is a special unit with extremely low Technique and growth that cannot be expected at all. On the other hand, Attack and Magic show the highest growth, so it is effective to compensate for Technique or to adopt a combat style centered on magic skills and Flash Drive.

Attributes	Joining Level / Chapter Count	Attack Type
Water attribute	Lv.27 After Chapter 13 Battle	Melee

Equipment type: Knife/Helmet/Clothes & Robe

Starting equipment: Knife/Knight's Helmet/Shine Robe

Initial stats

HP	MP	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
36/B	13/S	16/S	9/A	8/B	2/C	14/S	2/C	4	3

Learned Magic/ Skills

26 Heat Storm 26 Splash 26 Slash Gale Jukebox	43 Cirarer
	18 Sparkle
	36 Fierce
	48 Moisture

Learning Lv Type Height Limit Range

Kyu-Kyu Twirl — 26 Physical 3 Horizontal 3

Effect: 1.3× physical damage + Confuse 4 turns

It's the Kirarin Slash — 35 Physical 3 Straight line 3 Straight line 3

Effect: 1.5× physical damage + Confuse 4 turns

Zuba Cut — 46 Physical 3 3 Medium

Effect: 2.0× physical damage + Confuse 4 turns

Kai

Samurai

An excellent physical-attack-type unit. Learns multiple powerful physical attack skills. Its late recruitment timing and, compared with Leon, its weaker single-hit damage are drawbacks. Its defense is a concern, but it can perform well if that is compensated for with equipment.

Attributes	Joining Level / Chapter Count	Attack Type
Wood attribute	Lv.33 After battle in Chapter 15	Melee

Equipment type/hat/martial arts

Starting equipment Yukikage/Luminous Cap/White Robe

Initial stats

HP	MP	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
40/A	10/C	11/A	9/A	8/A	10/A	6/C	4/C	4	4

Learned Magic/ Skill

33 一刀	33 Treasure Se
33 Slots 撃	38 Water Moon S
33 陰桜	43 Gale 閃
33 舞鶴	48 Midarezakura

Name Learned Lv Type Height limit Range

Whirlwind Blade — 33 Physical 3 3 Single Target

Effect: 1.5× physical damage + Silence 4 turns

Gale Consecutive Slash — 33 Physical 3 3 Small

Effect: 2.0× physical damage + Silence 4 turns

Swift Gale Dash — 45 Physical 3 3 Medium

Effect: 3.0× physical damage + Silence 4 turns

Clare

▶ Witch of Shid

A witch of the Lightning element. She is weak to Light and Dark attributes and, aside from the weakness of having a move (MOV) of 3, demonstrates maximum growth in Magic. However, her defense against physical attacks is quite low, so be careful to avoid taking direct hits in battle.

High attribute requirement Required attribute	Joining Level / Chapter Count	Attack Type
	Lv.36 Chapter 17	Melee

Type: Book/Hood/Coat

■Starting equipment: Charm Book / Satin Hood / Dist Coat

Initial stats

HP	MP	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
36/C	12/S	7/C	7/C	8/B	11/A	8/S	6/S	3	2

Learned Magic/ Skills		
	28 Thunder	28 Resist Fall
	28 Attack Fall	40 Curarer
	28 Magic Fall	44 Reflection
	28 Lightning	48 Plasma Bolt

Name	Acquisition Lv. Type Height limit Range	
Port Vanish	28 Magic 34 small	4 small
	Effect: 1.3× magic damage + Magic Down for 4 turns	
Jupiter Lance	36 Magic 35 medium	35 medium 5 medium Medium
	Effect: 1.5× magic damage + Magic Down for 4 turns	
Arc Spark	45 Magic 3 6 t	
	Effect: 2.0× magic damage + Magic Down for 4 turns	

Vanessa

▶ Red Lotus Witch

An extremely well-balanced magical-type unit proud of its status. Its speed is rather slow and its offensive ability is average, but since all other status values show growth above average, it can perform as a stable force in both physical and magical attacks.

Attributes	Join Lv./Chapter	Attack Type
Fire attribute	Lv.42 • Chapter 21	Melee

Type Scythe/Hood·Ribbon/Coat

■Initial equipment Demon Size/Magisa Hood/Magisa Coat

Initial stats

HP	MP	ATK	GRD	SPD	TEC	MGC	RES	MOV	JMP
40/A	12/A	9/B	9/B	7/C	9/B	7/B	5/S	4	4

Learned Magic/ Skills		
	10 Fire Flame	23 Temptation
	10 Attack Boost	33 Resist Boost
	18 Guard Fall	42 Rejection
	18 Heat Storm	48 Chaos Flare

Name	Acquisition Lv. Type Height Restriction Range		Range
Flare Blade	18 Magic 3	4	Small
	Effect: 1.3× magic damage + Charm for 3 turns		
Queen Blaze	23 Magic 3	4	Medium
	Effect: 1.5× magic damage + Charm for 3 turns		
Mega Phoenix	46 Magic 3	6	Large
	Effect: 2.0× magic damage + Charm for 4 turns		

Enemy Flash Drive Data

Name	Type	Height Restriction	Range	Range	Effect
Andre					
Crash Blow	Physical	3	Straight Line 2	Straight 2	1.3× physical damage + Guard Down for 4 turns
Heavy Charge	Physical	3	Straight 3	Straight 3	1.5× physical damage + Guard Down for 4 turns
Iron Muscle	Physical	3	Character	T-shaped	2.0× physical damage + Guard Down for 4 turns
■Hugo					
Holy Play	Healing	3	5	Small Medium	Medium healing magic effect + cures all status ailments
God Bless You	Healing	3	5		Full HP recovery + cures all status ailments
Luminous Light	Magic	3	5		2.0× magical damage
***Iris**					
Arm Blade	Physical	6	Straight Line	Straight 2	1.3× physical damage + paralysis 4 turns
Vulcan Attack	Physical	6	4	Small	1.5× physical damage + paralysis 4 turns
Eraser Cross	Physical	6	5		2.0× physical damage + paralysis 4 turns
■Priel					
Laurie Shot	Physical	6	5	Small Medium Large	1.3× magic damage + charm 4 turns
Fallen Love	Physical	6	5		1.5× magic damage + charm 4 turns
Happy-Cute Heart	Physical	6	6		2.0× magic damage + charm 4 turns
□Alcheminion					
Giga Decorate	Magic	3	T-shaped	Character	1.3× magic damage + silence 4 turns
Pedestal Flare	Magic	3	5		1.5× magic damage + resist down 4 turns
Spectral Eye	Physical	3	Entire map		1.2× magic damage + charm 2 turns. User unit move up 2 turns + ignores physical attacks twice
Kingston					
Luminous Press	Magic	3	4	Small Medium Large	1.3× magic damage + magic down 4 turns
Yod Spell	Healing	3	5		Medium healing magic effect + cures all status ailments
Holy Bright	Magic	3	5		2.0× magic damage + Magic Down for 4 turns
■Zehar					
God Scales	Magic	3	4	Small Medium Large	1.3× magic damage + Speed Down for 4 turns
Flash Bolt	Magic	3	5		1.5× magic damage + Attack Down for 4 turns
Light of Heaven	Magic	3	6		2.0× magic damage + Technique Down for 4 turns
En no Tsubasa (Wing of En)					
God Wind	Physical	3	T-shaped	Character	1.0× physical damage + restores MP of the activating unit
Feather Ray	Physical	6	All three horizontal tiles		1.5× physical damage + Confusion for 3 turns. Restores MP of the activating unit + Resist Up for 3 turns + nullifie
Judgment	Physical	6	Entire map		1.2× physical damage + Silence for 3 turns. Restores MP of the activating unit + Move Up for 3 turns + nullifies ma

3 Symphonism data

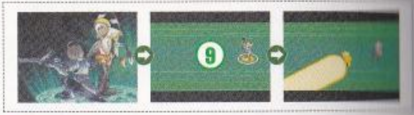
■ How to read the data

Shy ① Inglay

Alf and Lusha’s symphonism as Rim. Alf, infused with Lucy-level 2 mana, releases a powerful flash from the gun in his hand.

Chapter 17, participating units: Alf (Rim), Lucy 4 ⑤ ⑥ ⑦

Effect: 2.5× magic damage + (user's max MP), Move Down 8, Paralysis 3 turns



① Symphonism Name

Name of the Symphonism.

② Symphonism Explanation

Explains the sequence of actions for the Symphonism technique.

③ Acquisition Timing

The number of the vehicle where the learning event occurs.

④ Participating units

Name of the unit that learns it. The Symphonism cannot be used unless all participating units are within a 3-tile area.

⑤ Height limit

The maximum elevation difference at which the effect applies. If the elevation difference between the activating unit and the target unit exceeds this value, the effect cannot be applied even if within range.

⑥ Range

The distance the effect reaches.

⑦ Area

The extent of the effect. See [P.030] for details on the effect area.

⑧ Effect

Details of the damage, conditions, and status abnormalities inflicted by Symphon

⑨ Flow of Symphonism

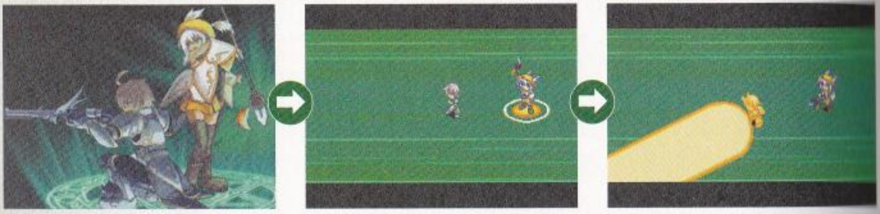
The on-screen flow is shown across three consecutive screens.

Shining Ray

Symphonism of Alf and Rusha as Lim. Receiving Rusha's magical power, Alf emits a powerful flash from the gun in his hand.

Timing: Chapter 17 Participating units: Alf (Lim), Rusha Height limit: 6 Range: 5 Area

Effect: 2.5× magic damage + (activating unit's max MP), Move Down, Paralysis for 3 turns

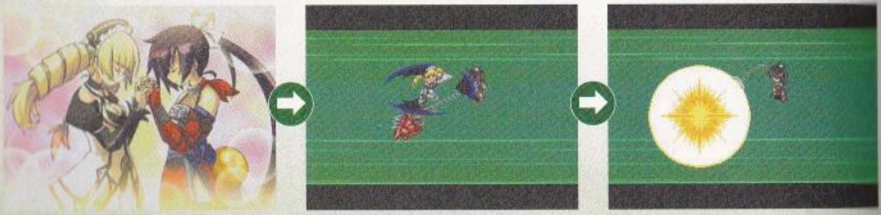


Lily Rondo

Symphonism of Cecil and Saki as the Starshadow Witch. With Saki's support, Cecil pierces enemies with nimble movements.

Acquisition timing: Chapter 18 Participating units: Cecil (Awakened), Saki Height limit: 6 Range: 4 Area Large

Effect: 3× physical damage + (activating unit's Magic × 0.25) + (activating unit's Technique × 0.75), Jump Down, Blindness for 3 turns

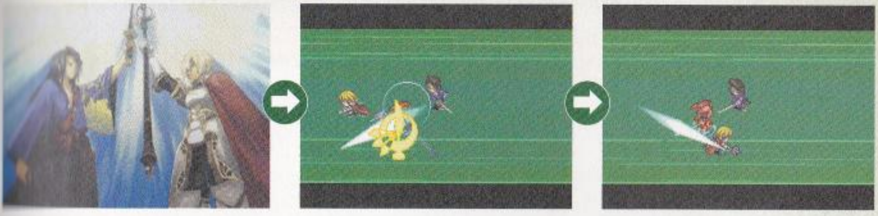


Cross Proud

Symphonism of Heath and Kai. Kai unleashes a high-speed slash while Heath follows with a series of thrusts at blinding speed.

Timing: Chapter 19 Participating units: Heath, Kai Height limit: 6 Range: 4 Area: Large

1.5× physical damage + (0.7× the activating unit's Attack), Guard Down, Sleep 3 turns

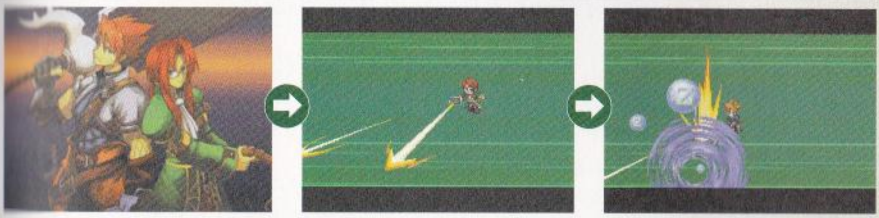


Cool Strike

Leon and Nicola's symphonism. Nicola restrains the enemies' movements while Leon, having leapt high, cuts all enemies in two.

Timing: Chapter 20. Participating units: Leon, Nicola Height limit: 6. Range: 4. Area: Large

2.25× physical damage + (0.4× the activating unit's Attack) + (0.6× the activating unit's Technique), Speed Down, Silence 3 turns

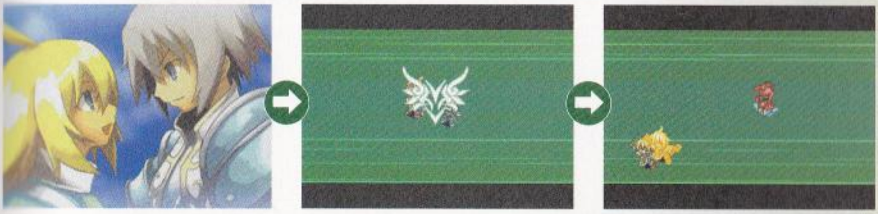


Rim's Impact

Symphonism of Alf and Theo awakened by the power of Rim. Propelled by the flash released by Alf, Theo slashes through the enemies.

Timing: Chapter 21. Participating units: Theo, Alf (Rim) Height limit: 6. Range: 5. Area: Group Large

3.5× physical damage + (0.5× the activating unit's Attack)

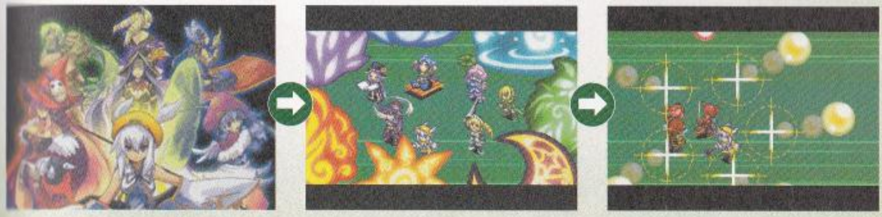


Rainbow Array

A symphonism unleashed by seven witches working in unison. The powers of seven elements emanate from the witches and assault the enemies one after another.

Timing: Chapter 22. Participating units: Rusha, Cecil (Awakened), Mel, Wiwi, Mavi, Claire, Vanessa. Height limit: 6. Range: 6 Area: Extra Large

7.5× magic damage + 77 fixed damage



Magic · Skill Data

●How to read the data

1 Elemental Magic

②	③	④	⑤	⑥	⑦	
Fai Reima	3	4	5	6	7	Fire element: 1.0× magic damage 8

	⑨	③	Type High ④	⑤	⑥	⑦	
Exorcism ② Style	9	3	4	5	6	7	Gun-type technique: deals D.8× physical damage 8

① Magic/Skill Lineage

Indicates the lineages of magic and skills. Magic consists of seven elements: Fire, Skills are grouped by eight units: Alf, Theo, Leon, Heath, Saki, Nicola, Boron, and Kai.

② Name

The name of the magical skill. There may be spells with the same name across multiple elements, but each becomes a different spell with distinct performance reflecting the characteristics of its element, so they are treated as separate spells.

③ MP Cost

MP consumed when used.

④ Type

Indicates the type of the magical skill. Types are the following five categories

Physical: a type that performs physical attacks.

Magic: a type that performs magical attacks.

Recovery: a type that casts healing magic.

Support: a type with special effects such as status changes or nullifying physical attacks.

Revive: a type that can resurrect units that are incapacitated in battle.

Select from the list of incapacitated units to return them within the skill's range.

⑤ Height limit

The maximum elevation difference within which magic skills take effect. If the elevation difference between the activating unit and the target unit exceeds this value, the skill cannot produce its effect even if the target is within range. The height limit for magic is always 6. Skill

⑥ Range

Range that a magic skill can reach.

⑦ Area

Width of the effect area of a magic skill.

Self Targets the unit that activated it.

Single Select a single target from within the attack range.

For special area types, the description uses the same name as the range distar

For special areas, refer to "Range and Area [→P.030]".

⑧ Effect

Details of the effect. When a number of turns is listed, it indicates how many turns the status type and effect will last. When this number of turns elapses, the effect will naturally expire.

⑨ Acquisition Level

The level at which the skill is learned.

Bebe Magic

Fire-element magic

Name	Consume MP	Type	Height Limit	Range	Range	If
[Fire Flame	6	Magic	6	3	Single Target	Fire attribute, deals 1.0× magic damage
Attack Boost Gu	8	Support	6	2	Small	Raises the target's attack for 3 turns
rd Fall Heat S	12	Support	6	3	Small	Lowers the target's guard for 3 turns
orm Temptat	16	Magic	6	3	Small	Fire attribute, deals 1.3× magic damage
on Resist Boost	36	Support	6	3	Small	Inflicts Charm on the target for 3 turns
ejection	24	Support	6	2	Small	Increase the target's resistance for 3 turns
	80	Support	6	2	Single Target	Nullifies three physical attacks
Chaos Flare	48	Magic	6	4	Medium	Fire attribute, deals 1.5× magic damage

• Water-attribute magic

"Name	Consume MP	Type	Height Limit	Range	Range	Effect
"Cure	6	Healing	6	4	Single Target	Restores a small amount of the target's HP
Aqua	8	Magic	6	3	Single Target	Deals water-attribute magic damage equal to 1.0×
Clearer	10	Healing	6	3	Single Target	Heals all status ailments
Curer	16	Healing	6	4	Small	Moderately restores target's HP
Splash	20	Magic	6	3	Small	Water attribute, deals 1.3× magic damage
Revive	50	Resurrection	—	1	Single Target※	Revive a fallen ally with HP and MP at one-quarter of their ma
Ice Crash	48	Magic	6	4	Medium	Water attribute — deals 1.5× magic damage
Salvation	36	Healing	6	2	Large	Greatly restore the target's HP and cure all status ailments

※ Select from the list of incapacitated units

• Wood-attribute magic

Name	Consume MP	Type	Height Limit	Range	Range	Effect
Needlewood	6	Magic	6	3	Single Target	Wood attribute — deals 1.0× magic damage
Guard Boost	10	Support	6	3	Small	Decrease the target's guard for 3 turns

Luckfall	20	Support	6	3	Small	Reduce the target's technique for 3 turns
Jungle Combo	24	Magic	6	4	Single Target	Wood attribute, deals 1.3× magic damage
"Leap Wave	28	Support	6	3	Small	Put the target to sleep for 3 turns
Paralyze	32	Support	6	3	Small	Paralyze the target for 3 turns
[Queez	16	Magic	6	3	Single Target	Deal magic damage equal to 1.0× the target's MP
Yggdrasil	36	Magic	6	5	Single Target	Wood attribute, deals 1.5 times magic damage

Wind-element magic

Name	Consume MP	Type	Height Limit	Range	Area net	Effect
Undokutter (Un	6	Magic	6	3	Single Target	Wind element, deals 1.0× magic damage
[Tech Boost	8	[Support	6	2	Small	Raises the target's technique for 3 turns
Nom	12	Support	6	3	Small	Inflicts Poison on the target for 3 turns
Slash Gale	16	Magic	6	3	Small	Wind attribute, deals 1.3× magic damage
Bead Boost	20	Support	6	3	Small	Increases the target's Speed for 3 turns
Speed Fall	24	[Support	6	3	Small	Decreases the target's Speed for 3 turns
Fuse	32	Support	6	3	Small	Inflicts Confusion on the target for 3 turns
Jet Storm	40	Magic	6	4	Medium	Wind attribute, deals 1.5× magic damage

• Lightning-attribute magic

Name	Consume MP	Type	Height Limit	Range	Range	If
[Rinder	6	Magic	6	3	Single Target	Lightning attribute, deals 1.0× magic damage
【Attack Fall	8	Support	6	3	Small	Reduce the target's Attack for 3 turns
Magic Fall	12	Support	6	3	Small	Reduce the target's Magic for 3 turns
Lightning	16	Magic	6	3	Small	Deal lightning-element magical damage equal to 1.3×
Resistfall	20	Support	6	3	Small	Reduce the target's resistances for 3 turns
"Kyurar"	24	Healing	6	4	Small	Restore the target's HP by a moderate amount
Reflection	90	Support	6	2	Single Target	Negates three magical attacks
Plasma Bolt	48	Magic	6	4	Medium	Lightning attribute, deals 1.5× magic damage

☐ Light-attribute magic

Name	Consume MP	Type	Height Limit	Range	Area	If
[Shine	6	Magic	6	3	Single Target	Light attribute, deals 1.0× magic damage
[Cure	6	Healing	6	4	Single Target	Restores a small amount of the target's HP
[Fayet	12	Support	6	3	Small	Inflicts Silence on the target for 3 turns
Curer	16	Healing	6	4	Small	Moderately restores target's HP
Photon Blast	23	Magic	6	3	Small	Light attribute, deals 1.3× magic damage
Cure Stream	28	Healing	6	3	Small	Greatly restores the target's HP
[Revive	50	Resurrection	—	1	Single-target※	Revives a fallen ally with HP and MP at 1/4
Ray Flash	48	Magic	6	4	Medium	Light attribute, deals 1.5× magic damage

※ Select from the list of incapacitated units

· Dark attribute magic

Name	Consume MP	Type	Height Limit	射	範囲	Effect
[Cure All	28	Healing	6	4	Medium	Greatly restores the target's HP
Revival	75	Resurrection	—	1	Single-target※	Revives a fallen ally in a state with full HP and MP restored
Clearer	20	Healing	6	3	Small	Heals all status ailments
Dark	16	Magic	6	3	Single Target	Dark attribute, deals 1.0× magical damage
[Abyss	24	Magic	6	3	Small	Dark attribute, deals 1.3× magic damage
Magic Boost	20	Support	6	2	Small	Increase the target's magic for 3 turns
Skull Beyond	60	Magic	6	3	Single Target	Instantly incapacitate a target whose level is lower than yours
[Astral Seed	48	Magic	6	4	Medium	Dark attribute, deals 1.5× magic damage

※ Select from the list of incapacitated units

Skill

Alf

Name	Acquisition Lv	MP Cost	Type	Height Limit	Range	Range	If
Gunnery Technique	3	6	Physical	3	3	Single Target	Gun-type technique, deals 0.8× physical damage
Rumble Hit	8	10	Physical	3	周囲1	Horizontal 3	Sword-type technique, deals 0.9× physical damage
破魔銃術 Style 2	13	12	Physical	3	4	Small	Gun-type technique, deals 0.7× physical damage
Point Shot	18	32	Physical	3	4~5	Single Target	Gun-type technique, deals 1.3× critical damage
Exorcism Gunnery Style 3	23	24	Physical	3	3	Small	Gun-type technique, deals 0.75× physical damage
[Rim Shield	28	60	"Support	3	4	Single Target	Nullifies three physical attacks
Rim Assort	37	43	Healing	3	4	Small	Greatly restores target's HP + cures all status ailments
Rim Wall	41	75	Support	3	4	Single Target	Negates three magical attacks

Theo

Name	習得Lv.	Consume MP	Type	Height Limit	Range	Range	Effect
Concentrate	4	6	Support	—	0	Self	For 4 turns, increases the user's Technique
Cross Imbrow	10	6	Physical	6	Straight Line 2	Straight Line 2	Penetrating attack skill, has the same effect as a normal mid-range attack
First Aid	16	9	Healing	6	1	Single Target	Small HP recovery for the target + poison removal effect
"Shadow Strike	22	12	Physical	6	3	Single Target	Deal 0.8× physical damage + paralyze for 3 turns
Aiming	28	15	Physical	6	4~5	Single Target	Deal 1.0× physical damage
Innocent Arrow	34	18	Physical	6	4	Small	Deal 0.8× physical damage
Rapid Break	40	24	Physical	6	3~4	Single Target	Deal 1.3× physical damage
Big Brother Sword	46	35	Physical	6	1	Single Target	Deal 2.0× physical damage

Leon

Name	Learned Lv.	Consume MP	Type	Height Restriction	Range	Range	Effect
Charge	1	6	Support	—	0	Self	For 4 turns, your Attack increases
Breakthrough	6	8	Physical	3	1	Single Target	0.9× physical damage + Guard Down for 3 turns
"Raging Beat"	11	12	Physical	3	1	Single Target	Deals 1.5× physical damage
Flame Pain	16	14	Magic	3	4	Small	Fire attribute, deals 2.0× magic damage
Riot Roar	21	16	Support	3	Surrounding 1	Horizontal 1	Inflicts Silence on the target for 3 turns
Just keep sleeping like t	26	9	Physical	3	1	Single T	Critical against enemies in a sleep state; otherwise deals normal physical da
Drive Charge L	36	25	Support	—	0	Self	Increases FP by 50
öwe Hound	41	40	Physical	3	1	Single Target	Deals 3.0× physical damage

Heath

Name	習得Lv.	Consume MP	Type	"Height limit	Range	Area net	If
Power Strike	6	6	Physical	4	Straight Lin	Straight	Performs an attack that ignores penetration correction
Pile Bunker	8	8	Physical	4	1	Single Target	Deal 1.2 times physical damage
Cross Crusade	34	12	Physical	4	3	Small	Deal 0.8× physical damage
High Defense	40	8	Support	4	2	Small	Increase the target's Guard for 3 turns
Holy Pride	45	20	Support	—	0	Self	For 3 turns, increases Attack, Speed, Guard, and Technique.

Nikola

Name	[Skill] [Lv.	Consume MP	Type	Height Limit	Range	Range	Effect
Blind	13	8	Physical	6	3~4	Single Target	Deal 1.0 times physical damage + Blindness for 3 turns
Confuse	23	12	Physical	6	3~4	Single Target	Deal 1.0 times physical damage + Confusion for 3 turns
Poisonous	39	16	Physical	6	3~4	Single Target	Deal 1.0 times physical damage + 3 turns

Saki

Name	Learned Lv.	MP Cost	Type	Height Limit	Range	Range	Effect
Crimson Flame Seal	12	6	Magic	4	3~4	Single Target	Deals fire-attribute magic damage equal to 1.0×
| Violet Lightning Seal	12	6	Magic	4	3~4	Single Target	Deals thunder-attribute magic damage equal to 1.0×
Technique of	12	10	[Support	—	0	Self	For 4 turns, your Speed increases
Long-range Shot	17	12	Physical	4	4~5	Single Target	Deal 0.75× physical damage
Technique of the Hawk	24	16	Support	—	0	Self	For 4 turns, increases the user's Technique
[Illusion	31	16	Physical	4	3	Single Target	Deal damage to the target's MP
Summon Raijin (Thunder God)	38	24	Magic	4	3	Small	Deal lightning-element magic damage at 2.0×
Summon Fujin (Wind God)	45	24	Magic	4	3	Small	Deal wind-element magic damage at 2.0×

Kai

Name	Learned Lv	Consume MP	Type	Height Restriction	Range	範囲	Effect
One Slash	33	9	Physical	3	1	Single Target	Deals 1.1× physical damage
Piercing Strike	33	12	Physical	3	Straight Line 2	Straight Line 2	Piercing attack skill, functions like a regular mid-range attack
| Inaz	33	18	Physical	3	1	Single Target	Deals 0.8× physical damage + Blind for 3 turns
Mai Tsuru	33	12	Support	—	0	Self	Increases own Speed for 4 turns
Three Treasures Sea	33	18	Physical	3	Surrounding 1	Horizontal 3	Deals 1.0× physical damage
| Suigetsu Furin	38	15	Physical	3	1	Single Target	Deals 0.8× physical damage + Charm for 3 turns
Gale Flash	43	20	Magic	3	4~5	Single Target	Deal wind-element magic damage at 2.0×
Scattered Cherry Bl	48	38	Physical	3	1	Single Target	Deals 2.5× physical damage

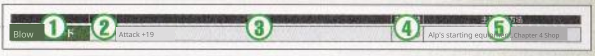
Poron

Name	Learned Lv.	Consume MP	Type	Height Restriction	Range	Area Sweep	Effect
Sparkle 140	18	9	Healing	—	0	Self	Restores own HP moderately
Fierce	36	18	Support	3	3	Small	Increases target's magic for 3 turns
Moisture	48	24	Support	3	3	Small	Increase the target's resistance for 3 turns

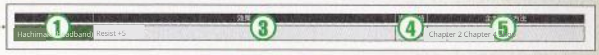
3 Item Data

●How to read the data

Weapons · Consumable Items



Head Armor · Body Armor · Accessories



Item Name

Name used in-game.

Attack/Effect Range

Indicates the range distance that an attack or effect reaches when used. Range only exists for "Weapons" and "Items"; "Head Armor", "Body Armor", and "Accessories" do not have a range distance field.

① Effect

The effect applied when used.

(Sale Price

Price when sold at a shop. Basically half the purchase price

Can be sold.

⑤Main acquisition methods

Indicates the main ways to obtain it. Note that items may also be obtainable by me s not listed.

Unit starting equipment: Items that allied units are equipped with when they officially join the party. Listed together with the unit name.

Shop sales: Items sold at shops throughout the regions. "Chapter ◯◯ 'Shop' indicates the chapter number in which that shop appears.

Event Battle acquisition: Items obtainable by winning event battles. The chapter numbers are listed.

Spellword Alchemy: Items obtainable through certain combinations in \"R are Spellword Alchemy.\" See \"Rare Spellword Alchemy Data [→P.146]\" for the combinations.

Unavailable: Items that cannot be obtained because they are equipped by spot-join units or enemy units.

Weapons

Swords (15 types) Equippable unit: Alf

Name	Range	If	Sellable trait	Main acquisition methods
[Broadsword	1	Attack +19	100	Alf starting equipment / Chapter 2, Chapter 4 shop
Longsword	1	Attack +22	175	Chapter 4, Chapter 5 shop
Iron Sword	1	Attack +28	250	Chapter 5, Chapter 6 shop
Metal Edge	1	Attack+35	350	Chapter 7 Chapter 8 Shop
Gradius	1	Attack+40	500	Chapter 8 Chapter 9 Shop
[Sinclair	1	Attack+50	700	Chapter 9 Shop
Stiletto	1	Attack+65	900	Chapter 14 Shop
Rune Blade	1	Attack+90	1200	Chapter 15 Shop
Bloodhound	1	Attack +110	1500	Chapter 21 Shop
Rabis Crusade	1	Attack +125	1700	Chapter 22 Shop
Windy Sword.	1	Attack +80, Speed +25, Attribute: 風	1500	Incantation Forging
Defender	1	Attack +110, Guard +25	2000	Incantation Forging
Yoshiki's Sword	1	Attack +130, Magic +25, Sleep effect, Attribute: Wood	2600	Incantation Forging
Caladbolg	1	Attack +115, MP +50, Resist +25, Attribute: Lightning	2800	Incantation Forging
Jormungandr	1	Attack +170, HP MP Guard, Technique, Resist +20	3000	Curse Word Forging

Bow (12 types) Usable by unit: Theo

Name	Range	Effect	[Sell Price]	Main acquisition methods
Apprentice Bow	3–4	Attack +18	80	Theo starting equipment / Chapter 2 Chapter 4 shop
Solder's Bow	3–4	Attack +24	140	Chapter 4 Chapter 5 shop
Hunter's Bow	3–4	Attack +30	200	Chapter 5 Chapter 6 shop
Veteran's Bow	3~4	Attack +40	250	Chapter 7 shop
Skill Master's B	3~4	Attack +55	480	Chapter 9 shop
Minoppi's Bow	3~4	Attack +70	630	Chapter 14 shop
Brave's Bow	3~4	Attack +80	820	Chapter 15 shop

Rune Bow	3~4	Attack +95	1000	Chapter 21 Shop
Lady Hawk	3~4	Attack +105	1400	Chapter 22 Shop
Wind Break	3~4	Attack +125, Technique +25, Element: Wood	2600	Incantation Forging
Sturm Bow	3~4	Attack +135, Speed +25, Element: Wind	2800	Completed
Dragoon Eye	3~4	Attack +150, Element: Dragon	3000	Curse Word Forging

Can be equipped by Greatsword (10 types) unit: Leon

[Name]	Range:	Effect	Sale price	Main acquisition methods
Greatsword	1	Attack+22	150	Leon initial equipment / Chapter 2, Chapter 4 shop
Bastard Sword	1	Attack+27	250	Chapter 4, Chapter 5 shop
Zweihänder	1	Attack+35	320	Chapter 5, Chapter 6 shop
Claymore	1	Attack +45	420	Chapter 7, Chapter 8 shop
Strider	1	Attack+60, Magic+40	525	Chapter 8, Chapter 9, Chapter 14, Chapter 15 shop
Durandal	1	Attack +80	740	Chapter 14, Chapter 15 shop
Rune Player	1	Attack +140	1800	Chapter 22 shop
Regulus Heart	1	Attack +100 Magic +75	25	Chapter 20 event battle
Heartbreaker	1	Attack +120, MP +100	2500	Curse Incantation Refinement
Burning Breath	1	Attack +15, instant-death effect	3200	Spellcraft

- Lance (8 types) Equipable unit: Heath

Name	Range	Effect	Sell Price	"Main Acquisition Methods
Silver Spear	2	Attack+30, Magic+25	500	Heath starting equipment
Luminous Spear	2	Attack+35, Magic+45	800	Unobtainable
Queen's Spear	2	Attack +70, Magic +55	1600	Cannot be obtained
Halberd	2	Attack +110, Magic +65	1350	Equipped when joining in Chapter 19 / Shop in Chapter 21
Saint Spear	2	Attack +130, Magic +70	1500	Chapter 21 Shop
Gungnir	2	Attack +160 Magic +80	1850	Shop in Chapter 22
Varlheit	2	Attack +150, Magic +100	2500	Curse Incantation Refinement
Brionac	2	Attack +170, Magic +80, Element: Lightning	3200	Spellcraft

Shining Staff (10 types) Equipable unit: Rusha

前	Range	Effect	Sell Price	Main acquisition methods
Broom	2	Attack +15, Magic +25	25	Chapter 2 Shop
Light Rod	2	Attack +20, Magic +45	300	unobtainable
Shine Rod	2	Attack +30, Magic +50	450	Rusha starting equipment
Bar Rod	2	Attack +40 Magic +70	650	Chapter 14 Chapter 15 shop
Ash Rod	2	Attack +60, Magic +90	800	Chapter 17 Shop
Rune Rod	2	Attack +65, Magic +105	950	Chapter 21 Shop
Rod of Play	2	Attack +70, Magic +120	1300	Chapter 22 Shop
Solar Wind	2	Attack +95, Magic +130, Speed +40, Attribute: Light	2300	Curse Word Forging
Cerus (Kerykeion)	2	Attack +130, Magic +110	2800	Curse Word Forging
Sun Broom	2	Attack +140 Magic +150, MP +50, Attribute: Light	3200	Spellcraft

Staves (6 types) Equipable unit: Cecil

Name	Range	If	Sale price	[Main acquisition methods
Luminous Wand	1	Attack +10, Magic +30	100	Cecil starting equipment / Chapter 4 shop
Heal Wand	1	Attack +20, Magic +40	150	Chapter 4, Chapter 5 shop
Triscepter	1	Attack +30, Magic +50	250	Chapter 6, Chapter 7, Chapter 8 shop
Shine Scepter	1	Attack +50, Magic +60	400	Chapter 8, Chapter 9 shop
Aesculapius	1	Attack +70, Magic +80	1500	Chapter 14 Shop
Twilight	1	Attack +65, Magic +95, Attribute: Dark	800	Spell Incantation Refining

Lance (5 types) Equipable unit: Cecil (Awakened)

Name	射程	If	Sell Price	Main acquisition methods
[Dark Horn	2	Attack +70, Magic +110	1300	Cecil (Awakened) Initial equipment / Chapter 21 shop
Flame Horn	2	Attack +80, Magic +150	1400	Chapter 21 shop
Phantom Horn	2	Attack +90 Magic +160	1900	Chapter 22 Shop
Wise Heaven]	2	Attack +100, Magic +210	2500	Curse Incantation Refinement
[Hel Valkyrie	2	Attack +130, Magic +180	3200	Spellcraft

Kunai (Type 1.0) Equippable unit: Saki

[Name]	Range	Fru	Selling price	Main acquisition methods
[illegible]	2	Attack +25	300	Saki initial equipment / Chapter 7 shop
[Waterfowl	2	Attack +30, Magic +25	450	Chapter 7 Chapter 8 Shop
[illegible]	2	Attack +40	550	Chapter 8 Chapter 9 Shop
[illegible]	2	Attack +50	650	Chapter 9 Shop
[illegible]	2	Attack +65, Magic +50	800	Chapter 14 Chapter 15 Shop
Wind Veil	2	Attack +80	1000	Chapter 17 Shop
[illegible]	2	Attack +90, Magic +80	1300	Chapter 21 Shop
Moonlight	2	Attack +100	1600	Chapter 22 Shop
True Water	2	Attack +120, Attribute: Water	2500	Word Alchemy
Payment	2	Attack +130, Attribute: Wind	2200	Curse Word Alchemy

Crossbow (9 types) Equipable Unit: Nicola

Name	Range	Effect	[Sell Price]	Main acquisition methods
Crossbow	2~4	Attack +30	350	Nicola initial equipment / Chapter 8 shop
Heavy Crossbow	2~4	Attack+45	450	Chapter 8 and Chapter 9 shop
[Kite Eye	2~4	Attack+60	600	Chapter 9 shop
Owl Eye	2~4	Attack+75	720	Chapter 14 and Chapter 15 shop
Eagle Eye	2~4	Attack+90	850	Chapter 17 shop
Falcon Eye	2~4	Attack+115	940	Chapter 21 shop
Hawk Eye	2~4	Attack+130	1160	Chapter 22 shop
New Moon	2~4	Attack+145, Attribute: Dark	1500	Incantation Forging
Chain Seed	2~4	Attack +120, Technique +25, Attribute: Wood	2000	Incantation Forging

Leaves (9 types) Equipable unit: Mel

Name	Range	If	Selling Price:	Main acquisition methods
Leaf	1	Attack +30, Magic +35	25	Unobtainable
Potato Leaf	1	Attack +35, Magic +85	550	Mel initial equipment
Alm Leaf	1	Attack +40, Magic +95	700	Chapter 14, Chapter 15 shop
Mistletoe Leaf	1	Attack +45, Magic +110	850	Chapter 17 shop
Battle Leaf	1	Attack +50, Magic +130	1000	Chapter 17 Shop
Sunflower	1	Attack +60, Magic +150	1150	Chapter 21 shop
Clover	1	Attack +120, Magic +165	1300	Chapter 22 Shop
Heliotrope	1	Attack +140, Magic +140, Attribute: Light	1700	Incantation Forging
Snowdrop	1	Attack +100, Magic +200, Attribute: Water	2000	Incantation Forging

Lamp (9 types) Equippable unit: Wiwi

Name	Range	Effect	Sell Price	Main acquisition methods
Black Lamp	4~5	Attack +30, Magic +50	25	Unobtainable
Iron Lamp	4~5	Attack +35, Magic +60	500	Wiwi initial equipment
Wind Lamb	4~5	Attack +40, Magic +70	700	Chapter 14 shop
Bronze Lamb	4~5	Attack +45, Magic +90	900	Chapter 14 Shop

Silver Lamp	4~5	Attack +50, Magic +110	1100	Chapter 15, Chapter 17 shop
Golden Lamp	4~5	Attack +55, Magic +130	1300	Chapter 21 Shop
Rune Lamb	4~5	Attack +60, Magic +150	1500	Chapter 22 Shop
Ifrit	4~5	Attack +75, Magic +200, Element: Fire	1700	Incantation Forging
Aeolos	4~5	Attack +120, Magic +115, Element: Wind	1900	Curse Word Synthesis

Gloves (9 types) Equipable unit: Mavi

Name	Range	Effect	Sell Wog	Main acquisition methods
Gloves	1	Attack +50	25	Mavi starting equipment
Power Gloves	1	Attack +60, Magic +65	800	Chapter 14 Shop
Brass Knuckles	1	Attack +70, Magic +80	950	Chapter 14 Chapter 15 Shop
Crash List	1	Attack +80, Magic +95	1150	Chapter 17 Shop
Buster Gloves	1	Attack +85, Magic +110	1350	Chapter 21 Shop
Break List	1	Attack +90, Magic +125	1500	Chapter 21 Shop
Rune Gloves	1	Attack +100 Magic +140	1750	Chapter 22 Shop
Evergreen	1	Attack +100 Magic +190, Attribute: Wood	2500	Curse Incantation Refinement
Tiger List	1	Attack +150 Magic +65, Attribute: Wood	2700	Spellword Forging

Knife (9 types) Equipable Units: Poron

Name	Range	Effect	Sell Price	Main acquisition methods
Knife	1	Attack+50	550	Poron initial equipment/Chapter 14 shop
Bazelard	1	Attack +55	700	Chapter 14 shop
Slicer	1	Attack +60	860	Chapter 15 Chapter 17 shop
Cross Sword	1	Attack +75	980	Chapter 17 Shop
Falcion	1	Attack+90	1100	Chapter 17 Shop
Elise	1	Attack +115	1250	Chapter 21 Shop
Soul Saber	1	Attack +130	1650	Chapter 22 Shop
Bang Bang Bang	1	Attack +120, Attribute: Water	2650	Curse Word Alchemy
Vajra	1	Attack +145, Attribute: Lightning	3000	Curse Word Forging

Sword (8 types) Equipable Unit: Kai

Name	Range	Effect	Sell Wogue	Main acquisition methods
Snow Shadow	1	Attack +100	1200	Kai initial equipment
Azure Dragon	1	Attack +130, Resist +20	1400	Chapter 21 shop
Blac	1	Attack +130, Guard +20	1400	Chapter 21 shop
White Tiger	1	Attack +130, Speed +20	1400	Chapter 21 shop
Vermilion Bird	1	Attack +130, Magic +20	1400	Chapter 21 shop
Izayoi	1	Attack +145	2000	Chapter 22 shop
Setsugetsu-ka (Snow, M	1	Attack +140, Speed Technique・Magic +25	3100	Spell Incantation
Murasame-maru	1	Attack +160, Element: Water	3400	Spell Incantation

Book (6 types) Equippable unit: Claire

Name	Range	Effect	Sell Wug	Main acquisition methods
Spellbook	1	Attack+35, Magic+120	25	Unobtainable
Charm Book	1	Attack+40, Magic+140	1250	Clea starting equipment / Chapter 17 shop
Wiz Book	1	Attack+45, Magic+160	1500	Chapter 21 Shop
Rune Book	1	Attack+50, Magic+180	1850	Shop in Chapter 22
Necronomicon	1	Attack+160, Magic+120, Attribute: Dark	2500	Curse Incantation Refinement
Grimoire	1	Attack+60, Magic+235, Attribute: Light	2700	Spellword Forging

Scythe (8 types) Equipable unit: Vanessa

Name	Range	Effect	Sell Price	Main acquisition methods
[Witch Size	1	Attack +20, Magic +20	25	Unobtainable
[Curse Size	1	Attack +40, Magic +70	25	Unobtainable
[Salamander Size	1	Attack +70, Magic +90	25	Unobtainable
Suikurudesu	1	Attack +90, Magic +120	25	Unobtainable
[Monsize	1	Attack +100 Magic +130	1600	Vanessa starting equipment / Chapter 21 shop
Grim Reaper	1	Attack +110, Magic +150	2100	Chapter 22 shop
[Prominence Gear	1	Attack +160, Element: Fire	3000	Forging
Phoenix	1	Attack +120, MP Magic +100, Element: Fire	3300	Curse Word Refinement

Enemy-Only Equipment (10 types)

Name	Range	Effect	Sellable	Main acquisition methods
Mace	1	[Attack +70	0	Cannot be obtained
[Heavy Mace	1	Attack +100	0	Cannot be obtained
Iron Spike	1	Attack +130	20	Cannot be obtained
Flail	1	Attack +60, Magic +80	20	Cannot be obtained
Morning Star	1	Attack +100 Magic +120	20	Cannot be obtained
"Luminous Pawn'	1	Attack +110, Magic +130	20	Cannot be obtained
Hyperion	1	Attack +120 Magic +140	20	Cannot be obtained
Gamma Edge	4~5	Attack +80, Magic +80	20	Cannot be obtained
[Cupid Ray	3~4	Attack +100 Magic +100	0	Cannot be obtained
Godspell	1	[Attack +120	0	Cannot be obtained

Head Armor

Helmets (12 types) Equipable units: Alf, Leon, Heath, Poron

Name	Taika	Sell Price	Main acquisition methods
Hachima	Resist +5	50	Chapter 2, Chapter 4 shop
Bandana	Resist +10	75	Chapter 5 shop
Leather Helmet	Resist +15	125	Chapter 6 shop
Apprentice Helmet	Resist +20	200	Chapter 7 shop
Warrior's Helmet	Resist +25	320	Chapter 8 Shop
Luminous Helm	Resist +30	480	Chapter 9 shop
Knight's Helm	Resist +35	600	Chapter 14 Shop
Armit Helm	Resist +40	720	Chapter 15 Shop
"Heavy Helm	Resist +45	850	Chapter 17 shop
Kitchen Helm	Resist +50	920	Chapter 21 Shop
Rainbow Bandana	Resist +60	1000	Chapter 21 Shop
Rune Helmet	Resist +65	1250	Chapter 22 Shop

Hats (12 types) Equipable units: Theo, Saki, Nicola, Kai

[Name	If	Selling Eligibility	Main acquisition methods
Hat	Resist +3	30	Chapter 2 Chapter 4 Shop
Apprentice Cap	Resist +6	60	Chapter 5 Shop
Hunting Cap	Resist +10	100	Chapter 6 Shop
Stetson Hat	Resist +14	180	Chapter 7 Shop
Battle Cap	Resist +18	250	Chapter 8 Shop
Luminous Cap	Resist +24	400	Chapter 9 Event Battle / Chapter 9 Shop
Army Cap	Resist +28	550	Chapter 14 Shop
Rabbit Ear Hat	Resist +36	640	Chapter 15 Shop

Cat-ear Hat	Resistance +40	780	Chapter 15, Chapter 17 shop
Round Hat	Resist +45	880	Chapter 17 shop
Dist Cap Resistance	+50	1000	Chapter 21 Shop
Rune Cap	Resist +55	1100	Chapter 22 shop

Hood (7 types) Equipable units: Cecil (including Awakening), Rusha, Mel, Wiwi, Mavi, Claire, Vanessa

Name	Effect	[Sell Price	Main acquisition methods
Hood Resist +20		225	Chapter 4 Shop
Silky Hood	Resist +30	400	Chapter 7 Shop
Satin Hood	Resist +40	550	Chapter 9 Chapter 14 Shop
Cat Ear Hood	Resist +55	700	Chapter 15 Shop
Dist Hood	Resist +60	850	Chapter 21 Shop
Magisa Hood	Resist +70	950	Chapter 22 Shop
Rune Hood	Resist +80	1200	Chapter 17 Shop

Ribbon (3 types) Equipable units: Cecil (including Awakening), Rusha, Vanessa

[Name]	If	Sell Price	Main acquisition methods
Hairpin	Resist +40, reduces overall status ailment hit rate by 10%	900	Chapter 9 Event Battle
Headband	Resist +40, completely prevents status-lowering effects	900	Chapter 12 Event Battle
Yellow Ribbon	Resist +60, sets overall status ailment hit rate to 0	1500	Chapter 24 Event Battle

Torso Armor

Armor (24 types) Equipable units: Arf, Leon, Heath

Name	Effect	“Sell Price	Main acquisition methods
Leather Armor	Guard +15	120	Chapter 2 Chapter 4 Shop
Scale Mail	Guard +18	180	Chapter 4 Chapter 5 Shop
Ring Mail	Guard +22	280	Chapter 5 Chapter 6 Shop
Chain Mail	Guard +30	360	Chapter 6 Shop
Sprint Mail Guard	+40	480	Chapter 7 Chapter 8 Chapter 9 Shop
Luminous Mail	Guard +50	560	Chapter 9 Shop
Plate Mail	Guard +55	700	Chapter 14, Chapter 15 shop
Heavy Plate	Guard +70	820	Chapter 14 Chapter 15 Shop
Full Plate	Guard +80	980	Chapter 17 Shop
Chitin Armor	Guard +100	1150	Chapter 21 shop
Andre Armor Guard	+110	1300	Chapter 16 Event Battle
Rune Mail	Guard +120	1550	Chapter 22 Shop
Ignis Armor Guard	+130, Element: Fire	2000	Incantation Forging
Aqua Soul	Guard +130 Attribute: Water	2000	Incantation Forging
Wood Break	Guard +130 Attribute: Wood	2000	Incantation Forging
Wind Mule	Guard +130, Attribute: Wind	2000	Incantation Forging
Ark Mail	Guard +130, Attribute: Thunder	2000	Spell Tempering
Corona Guard	Guard +130 Attribute: Light	2000	Incantation Forging
Darkrex	Guard +130 Attribute : [illegible]	2000	Incantation Forging
Reflector	Guard +130 Resist +50	2000	Incantation Forging
Barbadia	Guard +150	2000	Incantation Forging
Clear Mail	Guard +100 HP +150	2000	Incantation Forging
Sinfoster	Guard +120 MP +150	2000	Curse Words 成
Rim Armed	Guard +140 Speed·Technique·Resist +20	3000	Curse Word Forging

Clothing (17 types) Equipable units: Theo, Nicola, Poron

Name	If	Sell Price	Main acquisition methods
Everyday wear	Guard +10	75	Chapter 2 Shop
Recovery	Guard +16	150	Chapter 5 Chapter 6 Shop
Manners	Guard+20	250	Chapter 6 Shop
Samue (traditional work clothing)	Guard+26	400	Chapter 7 Shop
Clothes	Guard+30	600	Chapter 8 Shop
Jama	Guard+40	800	Chapter 14 Shop
[Regal Suit]	Guard +56	950	Chapter 17 Shop
Thread Garment	Guard +68	1100	Chapter 21 Shop
Rune Robe	Guard +88		Chapter 22 Shop 1400
[illegible]	Guard +100 Attribute: Fire	1900	Curse Word Synthesis
Swan Dress	Guard +100, Attribute: Water	1900	Curse Word Synthesis
Green Garment	Guard +100, Attribute: Wood	1900	Word Alchemy
Stear Silk Guard	+100, Attribute: Wind	1900	Curse Word Synthesis
[illegible]	Guard +100, Attribute: Lightning	1900	Curse Word Synthesis
[Opal Moon	Guard +100, Attribute: Light	1900	Curse Word Synthesis
Under Shine Guard	+100, Attribute: Dark	1900	Curse Word Synthesis
Rimweld Guard	+120, Attribute: Dragon	2800	Incantation Forging

- Martial Arts Outfit (12 types) Equippable Units: Saki, Kai

Name	If	Sell Price	Main acquisition methods
しょうぞく	Guard +12	200	Chapter 7 shop
Keikogi	Guard +18	300	Chapter 7 Chapter 8 Shop
Black robe	Guard +25	400	Chapter 8 Shop
"Blue robe	Guard +30	500	Chapter 9 Shop
White robe	Guard +45	600	Chapter 14 Chapter 15 Shop
Black belt	Guard +60	700	Chapter 17 Shop
Master's garment	Guard +75	800	Chapter 21 Shop
War God's garment	Guard +90	1000	Chapter 22 Shop
[illegible]	Guard +110, Attribute: Fire	2000	Incantation Forging
And person's clothing	Guard +110, Attribute: Water	2000	Incantation Forging
"Red robe	Guard +110, Attribute: Wood	2000	Incantation Forging
Blue robe	Guard +110, Attribute: Wind	2000	Incantation Forging

Robe (11 types) Equipable units: Cecil, Nicola, Boron

Name	Effect	Sell Price	Main acquisition methods
Robe	Guard +8		Chapter 4 Shop 70
Silky Robe	Guard +12		Chapter 4 Shop 125, Chapter 5, Chapter 6
Satin Robe	Guard +16		Chapter 6 Shop 180, Chapter 7
Silk Robe	Guard +19	250	Chapter 7 Chapter 8 Shop
Cornelia Robe	Guard +23	350	Chapter 8 Chapter 9 Shop
Luminous Robe	Guard +34	420	Chapter 9 Shop
Shine Robe	Guard +38	640	Chapter 14 Chapter 15 Shop
Distrobe	Guard +55	760	Chapter 17 Shop
Magisa Robe	Guard +65	940	Chapter 21 shop
[Rune Robe	Guard +75	1200	Chapter 22 Shop
Innocent Robe	Guard +90	1800	Spellcrafting

Coat (13 types) Usable by units: Cecil (Awakened), Rusha, Mel, Wiwi, Mavi, Claire, Vanessa

Name	Effect	Sell Price	Main acquisition methods
Coat	Guard +28	400	Chapter 14 Shop
Silky Coat	Guard +43	600	Chapter 14 Shop
Satin Coat	Guard +50	750	Chapter 15 Shop
Dist Coat	Guard +60	900	Chapter 17 Shop
Magisa Coat	Guard +70	1100	Chapter 21 Shop
Rune Coat	Guard +80	1300	Chapter 22 Shop
Crimson Feathered R	Guard +90 Attribute: Fire	2500	Curse Incantation Refinement
Seikou Feathered Ro	Guard +90 Attribute: Water	2500	Curse Incantation Refinement
Green Feathered	Guard +90 Attribute: 木	2500	Curse Incantation Refinement
Floating Cloud Feath	Guard +90 Attribute: Wind	2500	Curse Incantation Refinement
Purple Lightning Fea	Guard +90 Attribute: Lightning	2500	Curse Incantation Refinement
Dawnlight Feathere	Guard +90 Attribute: Light	2500	Curse Incantation Refinement
Starlight Feathered	Guard +90 Attribute: Dark	2500	Curse Incantation Refinement

Accessory

Armor Set (5 types)

Name	Effect	Sell Wogg	Main acquisition methods
Light foot soldiers	Speed +2	250	Chapter 4 Event Battle / Chapter 4 Shop
Organized infantry	Speed +4	500	Chapter 8 Shop
Head infantry	Speed +6	1000	Chapter 14 Shop
General's infantry	Speed +8	1500	Chapter 17 Shop
Daimyō infantry	Speed +10	2000	Chapter 22 shop

Gloves (5 types)

Name	Effect	Selling Price	Main acquisition methods
Cloth Gloves	Technique +2	250	Chapter 4 Event Battle / Chapter 4 Shop
Leather Gloves	Technique +4	500	Chapter 8 Shop
Miton	Technique +6	1000	Chapter 14 Shop
Protector	Technique +8	1500	Chapter 17 Shop
Feather Glove	Technique +10	2000	Chapter 22 shop

Rings (14 types)

[illegible]	If	Sell Rank	Five Main acquisition methods
Toy Ring	Magic +2	250	Chapter 4 Event Battle / Chapter 4 Shop
Ruby Ring	Magic +4	500	Chapter 7 Event Battle / Chapter 8 Shop
Oval Ring	Magic +6	1000	Chapter 14 Shop
Sapphire Ring	Magic +8	1500	Chapter 17 Shop
Rune Ring	Magic +10	2000	Chapter 22 shop
Flame Ring	Reduces fire-element magic damage by 1/4	1500	Chapter 14 Event Battle 1 / Curse Word Forging
Aqua Ring	Reduce Water-element magic damage by 1/4	1500	Curse Word Forging / After Break
Wood Ring	Reduce Wood-element magic damage by 1/4	1500	Incantation Forging
Wind Ring	Reduce Wind-element magic damage by 1/4	1500	Incantation Forging
Thunder Ring	Reduce Thunder-element magic damage by 1/4	1500	Incantation Forging
Shine Ring	Reduce Light-element magic damage by 1/4	1500	Curse Word Forging / After Break
Dark Ring	Reduce Dark-element magic damage by 1/4	1500	Incantation Forging
Life Protect	HP +50 Guard +20	2000	Curse Word Forging / After Break
Trick Craft	HP, M, all stats except Move and Jump +50; FP no longer increases	2500	Curse Word Forging

Bracelets (9 kinds)

Name	効果	Selling price	Main acquisition methods
Toy Bracelet	Resist +2	250	Chapter 4 Shop
Ruby Bracelet	Resist+4	500	Chapter 7 event battle / Chapter 8 shop
Opal Bracelet	Resist+6	1000	Chapter 12 event battle / Chapter 14 shop
Sapphire Bracelet	Resist+8	1500	Chapter 17 Shop
Rune Bracelet	Resist +10	2000	Chapter 22 shop
Dumbbell	HP+125	2500	Curse Incantation Refinement
Cross Counter	HP/MP+75	2500	Curse Incantation Refinement
Accel Drive	FP gauge fill rate increases by 10%	2500	Curse Incantation Refinement
Drive Boost	FP+50	2500	Curse Incantation Refinement

Cloak (5 types)

Name	Effect	Selling price	Main acquisition methods
Cloth cloak	Guard +2	250	Chapter 3 event battle / Chapter 4 shop
Leather cloak	Guard +4	500	Chapter 8 Shop
Silk cloak	Guard +6	1000	Chapter 11 event battle / Chapter 14 shop
Survival Mantle	Guard +8	1500	Chapter 17 Shop
Black Mantle	Guard +10	2000	Chapter 22 shop

- Gauntlets (5 types)

Name	If	Sell Price	Main acquisition methods
Dogi Gauntlets	Attack +2	250	Chapter 4 Shop
Tin Gauntlets	Attack +4	500	Chapter 8 Shop
Iron Gauntlets	Attack +6	1000	Chapter 11 event battle / Chapter 14 shop
Knight's Gauntlets	Attack +8	1500	Chapter 17 Shop
Rune no Kode	Attack +10	2000	Chapter 22 shop

- Shoes (6 types)

Name	Effect	[Sell Price	Main acquisition methods
Sandals	Nothing in particular	2000	Afterbreak
Overcharge	Attack +100, Guard -100 (minimum 1)	2500	Curse Word Synthesis / Afterbreak
Cross Guard	Guard +100 Attack -00 (minimum 1)	2500	Curse Incantation Refinement
Twin Sonic	Speed +100, Technique +100 (minimum 1)	2500	Curse Incantation Refinement
Extension	Technique +100 Speed +100 (minimum 1)	2500	Spell Words戦
Slave Needle	Move +1	4000	Spell Synthesis / Clear Extra Dungeon

Belts (4 types)

Name	"Effect	Sell Wogue	Main acquisition methods
Belt	HP +25	500	Chapter 8 Event Battle / B Chapter Shop
Power Belt	HP+50	1000	Chapter 14 Shop
Harabaki (Bellyband	HP+75	1500	Chapter 17 Shop
Muscle Belt	HP+100	2000	Chapter 22 shop

Gemstones (12 types)

Name	Effect	Sell Price	Main acquisition methods
Blue Stone	MP+25	500	Chapter 8 Event Battle / Chapter 8 Shop
Red Stone	MP +50	1000	Chapter 12 event battle / Chapter 14 shop
Yellow Stone	MP +75	1500	Chapter 17 Shop
Green Stone	MP +100	2000	Chapter 22 shop
Flame Soul	Immunity to fire-attribute magic damage	2500	Curse Incantation Refinement

Aqua Soul	Immune to Water attribute magic damage	2500	Curse Incantation Refinement
Wood Soul	Immune to Wood attribute magic damage	2500	Curse Incantation Refinement
Wind Soul	Immune to Wind attribute magic damage	2500	Spellforge
Shine Soul	Immune to Light attribute magic damage	2500	Spellforge Ironcraft
Dark Soul	Immune to Attribute magic damage	2500	Curse Incantation Refinement
Thunder Soul	Immune to Thunder attribute magic damage	2500	Curse Incantation Refinement
Defandam	MP consumption reduced by 10%	2500	Spellforge/After Break

Necklace (14 types)

Name	If	Sell Price	Main acquisition methods
Omamori	Reduce hit rate by 10% when poisoned	1000	Chapter 6 event battle / Chapter 15 shop
Fairy Necklace	Reduce hit rate when confused Reduce	1000	Chapter 9 event battle / Chapter 15 shop
Pearl Necklace	Reduce hit rate when asleep Reduce	1000	Chapter 10 event battle / Chapter 15 shop
Silver Necklace	Reduce hit rate when blinded by 10% Reduce	1000	Chapter 15 Shop
Gold Necklace	Reduce hit rate by 10% when silenced	1000	Chapter 17 Shop
Rune Choker	Reduce hit rate when charmed Reduced	1000	Chapter 7 Event Battle / Chapter 17 Shop
Diamond Choker	Reduce hit rate when paralyzed Reduced	1000	Chapter 17 Shop
Star Necklace	Reduce hit rate for all status ailments	2000	Chapter 22 shop
Life Hacker	MP +100 HP -100 (minimum 1)	2500	Curse Incantation Refinement
Sunlight Necklace	Completely prevents stat-down effects	2500	Curse Incantation Refinement
Moonlight Necklace	Set hit rate for all status ailments to 0	2500	Curse Incantation Refinement
Ephemerate	Magic +100 Resist 100 (minimum 1)	2500	呪言錬成
Stabilize	Resist +100 Magic 100 (minimum 1)	2500	Curse Incantation Refinement
Mental Cast	MP +50 Resist +20	2500	Curse Word Synthesis / Afterbreak

Consumable Items

Name	Range	Effect	Selling price	Main acquisition methods
Vitaln		Restores 1 HP 100 times	25	All shops
Vital Soda	1	Restore 250 HP	250	Available at shops from Chapter 14 onward
Vital Extract	1	Restore 500 HP	500	Chapter 21 and Chapter 22 shops
Mentalun	1	Restores 50 MP	300	Available at shops from Chapter 8 onward
Mental Soda	1	Restores 120 MP	600	Shops from Chapter 14 onward
Mental Extract	1	Restores 250 MP	1000	Shops in Chapters 21–22
Dokukie Herb		Cure a unit afflicted by poison	50	All shops
Ochitsuki Herb	1	Returns a confused unit to sanity	50	Shops from Chapter 6 onward
Megasame Herb		Wake a unit in sleep status	50	Shops from Chapter 6 onward
Ugoke Grass		Restore a unit in paralysis to be able to act	150	Shops from Chapter 14 onward
Tonae Grass		Restore a unit in silence to be able to use magic skills	150	Shops from Chapter 4 onward
Koisame Grass	1	Restore a unit in Charming (魅了) status to sanity	150	Shops from Chapter 14 onward
Yokumie Grass	1	Restore the vision of a unit in Dark (暗闇) status	50	Shops from Chapter 4 onward
Bannō Medicine	1	Cure all status ailments	500	Shops in Chapters 21 and 22
Holy Feather	1	Revive a fallen unit with HP/MP at 1/4	800	Shops from Chapter 14 onward
Holy Wing	1	Revives a unit that has become incapacitated, restoring half of its HP and MP	[illegible]	Chapter 21, Chapter 22 shop
Flash Soda	1	Increases FP by 1/3	1500	Shops from Chapter 17 onward
Flash Extract	1	Increases FP by 2/3	2500	Chapter 22 shop

How to earn money efficiently

You want to make use of items and spells but lack the money. In such cases, steadily earning funds through free battles is advisable. is a good strategy. Recommended is Free Battle 10 [→P.071]. You can earn money efficiently.

Shop List

Here, we introduce the 12 shops that appear during the scenario. The number of chapters in which they appear and the point names on the world map where the shops are located [→P.040] are listed by corresponding number, along with the names and prices of the items they sell compiled as a list. The items sold at each shop are listed from the left as “Weapons”

There are five types: "Head Armor" "Body Armor" "Accessory" "Item"

The order in which items for sale are listed follows the in-game arrangement, so please use it as a reference when checking items in advance. Consider the timing of when shops appear and plan the purchase of optimal items.

Chapter 2: The God's Garden—Evergarden (2)

Weapons	Price	Neck Armor:	Goge	Poetry Guard	Goge	Accessory	Goge	Items	Goge
Broadsword	200	Headband	100	Leather Armor	240	—	—	Vitaln	50
Greatsword	300	Ha	60	Everyday Clothes	150	—	—	Dokukie Herb	100
Apprentice Bow	160	—	—	—	—	—	—	—	—
Mage Robe	50	—	—	—	—	—	—	—	—

Chapter 4 Kawi, the Upstream Town (4)

武器	Price	Locked Armor	Price	Firefighting Gear	Goge	Accessory	Goge	Item	Goge
Broadsword	200	Hachimaki	100	Leather Armor	240	Ashigarugusoku	500	Vitalun	50
Longsword	350	H	60	Scale Mail	360	Cloth Gloves	500	Dokukie Grass	100
Greatsword	300	Food	450	Robe	140	Toy Ring	500	Tonae Grass	300
Bastard Sword	500	—	—	Silky Robe	250	Toy Bracelet	500	Yokumie Grass	100
Apprentice Bow	160	—	—	—	—	Dogi Gauntlets	500	—	—
Solder's Bow	280	—	—	—	—	Cloth Mantle	500	—	—
Luminous Wand	200	—	—	—	—	—	—	—	—
Heal Wand	250	—	—	—	—	—	—	—	—

Chapter 5 Eastern Sages Branch (5)

Weapons	Price	Head Armor	Price	Yan Fangfeng	Goge	Accessory	Goge	Items	価格
Longsword	350	Bandana	150	Scale Mail	360	—	—	Vitalun	50
Iron Sword	500	Apprentice Cap	120	Ring Mail	560	—	—	Dokukie Herb	100
Bastard Sword	500	—	—	Boundary Recovery	300	—	—	Tonae Herb	300
Zweihänder	640	—	—	Silky Robe	250	—	—	Yokumie Grass	100
Solder's Bow	280	—	—	—	—	—	—	—	—
Hunter's Bow	400	—	—	—	—	—	—	—	—
Heal Wand	250	—	—	—	—	—	—	—	—

Chapter 6: The Port Town of the Eastern Continent, Rijet (6)

武器	Wog	Chain Defense	Goge	Armo	Price	Accessory	Price	Item	Price
Iron Sword	500	Leather Helmet	250	Ring Mail	560	—	—	Vitaln	50
Zweihänder	640	Hunting Cap	200	Chain Mail	720	—	—	Dokukie Grass	100
Hunter's Bow	400	—	—	kyokaifuku	300	—	—	Ochitsuki Grass	100
Triscepter 500		—	—	sagyōgi	500	—	—	Megashark Grass	100
	—	—	—	Silky Rope	250	—	—	Tonae Grass	300
	—	—	—	Satin Robe	360	—	—	Yokumie Grass	100

Chapter 7: Adwest, Port Town of the Western Continent (7)

Weapons	Price	Li Armor	Price	Firefighting Gear	Price	Accessory	Price	Item	Price
Metal Edge	700	Apprentice Helmet	400	Sprint Mail	960	—	—	Vitaln	50
Claymore	840	Stetson Hat	360	Samue	800	—	—	Dokukie Grass	100
Yukuren Bow	500	Silky Hood	800	Shouzoku	400	—	—	Ochitsuki Grass	100
Trisceptor	500	—	—	Keikogi	600	—	—	Megashark	100
New Moon	600	—	—	Satin Robe	360	—	—	Tonae Grass	300
Waterfowl	900	—	—	Silk Robe	500	—	—	Yokumie Grass	100

Chapter 8: Rock Village Jemaal (8)

Weapons	Goge	Protective Equipment	Price	Firefighting Gear	Price	Accessory	Price	Item	価格
Metal Edge	700	Warrior Helm	640	Sprint Mail	960	Kumishitagusoku	1000	Vitalun	50
Gradius	1000	Battle Cap	500	Frame	1200	kawatebukuro	1000	Mentalun	600
Claymore	840	Silky Hood	800	Training Garb	600	ruby ring	1000	Dokukie Grass	100
Strider	1050	—	—	Black Attire	800	ruby bracelet	1000	Ochitsuki Grass	100
Trisceptor	500	—	—	Silk Robe	500	bronze gauntlets	1000	Megasame Grass	100
Shine Scepter	800	—	—	Cornelia Robe	700	leather mantle	1000	Tonae Grass	300
Mizuhira	900	—	—	—	—	belt	1000	Yokumie Grass	100
Fuka	1100	—	—	—	—	Blue Stone	1000	—	—
Crossbow	700	—	—	—	—	—	—	—	—
Heavy Crossbow 90		—	—	—	—	—	—	—	—

Chapter 9 Workshop Village Dottorava (9)

武器	Price	Head Armor	Price	Steel Armor	Price:	Accessory	Goge	Item	価格
Gradius	1000	Luminous Helm	960	Sprint Mail	960	—	—	Vitaln	50
Sinclair	1400	Luminous Cap	800	Luminous Mail	1120	—	—	Mentalun	600
Strider	1050	Satin Hood	1100	Blue Costume	1000	—	—	Dokukie Grass	100
Shine Scepter	800	—	—	Cornelia Robe	700	—	—	Ochitsuki Grass	100
Skill Bow	960	—	—	Luminous Robe	840	—	—	Megashark Grass	100
Fuka	1100	—	—	—	—	—	—	Tonae Grass	300
Scattering Flowers	1300	—	—	—	—	—	—	Yokumie Grass	100
Heavy Crossbow 9 0		—	—	—	—	—	—	—	—
Kite Eye	1200	—	—	—	—	—	—	—	—

Chapter 14 Lakeside Town Sheidas (1)

Weapons	Price	Armor	Price	Steel Defense	Price	Accessory	Goge	Item	価格
Stiletto	1800	Knight's Helmet	1200	Plate Mail	1400	Head Greaves	2000	Vitaln	50
Strider	1050	Army Cap	1100	Heavy Plate	1640	Mi on	2000	Vitalize Soda	500
Durandal	1480	Satin Hood	1100	Pajamas	1600	Opal Ring	2000	Mentalun	600
Minoppi's Bow	1260	—	—	White Apparel	1200	Opal Bracelet	2000	Dokukie 草	100
Aesculapius	3000	—	—	Shine Robe	1280	Iron Gauntlet	2000	Calmness Herb	100
Senrei (Chiling)	1600	—	—	Coat	800	Silk Cloak	2000	Megashark Grass	100
Owl Eye	1440	—	—	Silky Coat	1200	Power Belt	2000	Ugoke Grass	300
Bar Rod	1300	—	—	—	—	Red Stone	2000	Tonae Grass	300
Alm's Leaf	1400	—	—	—	—	—	—	Koisame Grass	300
Gale Lamb	1400	—	—	—	—	—	—	Yokumie Grass	100
Bronze Lamb	1800	—	—	—	—	—	—	Holy Feather 1600	
American knuckle duster	1900	—	—	—	—	—	—	—	—
Power Glove	1600	—	—	—	—	—	—	—	—
Knife	1100	—	—	—	—	—	—	—	—
Bazelard	1400	—	—	—	—	—	—	—	—

Chapter 15: The Scripture City Midrasta (1)

Weapons		Gokusei Armor	Price	Armor	Price	Accessory	Goge	Item	価格
Rune Blade	2400	Armid Helm	1440	Plate Mail	1400	Amulet	2000	Vitaln	50
Strider	1050	Usamimi Hat	1280	Heavy Plate	1640	Spirit Necklace	2000	Vital Soda	500
Durandal	1480	Nekomimi Hat	1560	Shiroshozoku	1200	Pearl Necklace	2000	Mentalun	600
Bow of Courage	1640	Cat-Ear Hood	1400	Shine Robe	1280	Silver Necklace	2000	Mental Soda	1200
Asclepius	3000	—	—	Satin Coat	1500	—	—	Dokukie Grass	100
千鶴	1600	—	—	—	—	—	—	Ochitsuki Grass	100
Owl Eye	1440	—	—	—	—	—	—	Megashark Grass	100
Bar Rod	1300	—	—	—	—	—	—	Ugoke Grass	300
Alm's Leaf	1400	—	—	—	—	—	—	Tonae Grass	300
Silver Lamp	2200	—	—	—	—	—	—	Koisame Grass	300
Brass Knuckles	1900	—	—	—	—	—	—	Yokumie Grass	100
Slicer	1720	—	—	—	—	—	—	Holy Feather 1600	

Chapter 17: Statue of Parnassus (1)

Weapons	Price	Li Armor	Price	Steel Armor	Price	Accessories	Price	Item	価格
Windmill:	2000	Heavy Helm	1700	Full Plate	1960	Gold Necklace	3000	Vitaln	50
Ash Rod	1600	Cat-ear Hat	1560	Regal Suit	1900	Rune Choker	3000	Vital Soda	500
Mistletoe Leaves	1700	Round Hat	1760	Black Obi	1400	Diamond Choker	3000	Mentalun	600
Battle Leaf	2000	Rune Hood	2400	Distrobe	1520	Warrior's Greaves	3000	Mental Soda	1200
Eagle Eye	1700	—	—	Distcoat	1800	Protector	3000	Dokukie Grass	100
Silver Lamp	2200	—	—	—	—	Sapphire Ring	3000	Ochitsuki Grass	100
Crash List	2300	—	—	—	—	Sapphire Bracelet	3000	Megashark Grass	100
Slicer	1720	—	—	—	—	Survival Mantle	3000	Ugoke Grass	300
Cross Sword	1960	—	—	—	—	Mushroom Staff	3000	Tonae Grass	300
Falcion	2200	—	—	—	—	Harabaki (Bellyband)	3000	Koisame Grass	300
Charm Book 250		—	—	—	—	Yellow Stone	3000	Yokumie Grass	100
	—	—	—	—	—	—	—	Holy Feather	1600
	—	—	—	—	—	—	—	Flash Soda	3000

Chapter 21 Holy City Centraize (21)

Weapons	Price	Head Armor	Price	Steel Defense Ruler	Price	Accessory	Price	Items	Price
Bloodhound	3000	Chitin Helm	1840	Kitchen Armor	2300	—	—	Vital Rune	50
Rune Bow	2000	Rainbow Bandana	2000	Gold-Thread Robe	2200	—	—	Vital Soda	500
Dark Horn	2600	Dust Cap	2000	Master's Garment	1600	—	—	Vital Extract	1000
Flame Horn	2800	Dust Hood	1700	Magisarōpu (Magis	1880	—	—	Mentalun	600
Cherry Blossom	2600	—	—	Magisa Coat	2200	—	—	Mental Soda	1200
Falcon Eye	1880	—	—	—	—	—	—	Dokukie Grass	100
Rune Rod	1900	—	—	—	—	—	—	Ochitsuki Grass	100
Sunflower	2300	—	—	—	—	—	—	Megalodon Leather	100
Golden Lamb	2600	—	—	—	—	—	—	Ugoke Grass	300
Buster Glove	2700	—	—	—	—	—	—	Tonae Grass	300
Break List	3000	—	—	—	—	—	—	Koisame Grass	300
Elise	2500	—	—	—	—	—	—	Yokumie Grass	100
[illegible]	2800	—	—	—	—	—	—	Pannou Medicine	1000
Martia	2800	—	—	—	—	—	—	Holy Feather	1600
White Tiger	2800	—	—	—	—	—	—	Holy Wing	3000
Vermilion Bird	2800	—	—	—	—	—	—	Flash Soda	3000
Wise Book	3000	—	—	—	—	—	—	—	—
Halberd	2700	—	—	—	—	—	—	—	—
Saint Spear	3000	—	—	—	—	—	—	—	—
Demon Size	3200	—	—	—	—	—	—	—	—

Chapter 22: Round Table Organization Headquarters (2)

Weapons	Price	Head Defense	Price	Copper Armor	Price	Accessories	Goge	Item	価格
Rabis Crusade	3400	Rune Helmet	2500	Rune Mail	3100	Daimyō Greaves	4000	Vitaln	50
Rune Breaker	3600	Rune Cap	2200	Rune Garment	2800	Feather Gloves	4000	Vital Soda	500
Lady Hawk	2800	Magisa Hood	1900	Warrior God's Garment	2000	Rune Ring	4000	Vital Extract	1000
Phantom Horn	3800	—	—	Rune Robe	2400	Rune Brace	4000	Mentaln	600
Moonlight	3200	—	—	Rune Coat	2600	Black Mantle	4000	Mental Soda	1200
Hawkeye	2320	—	—	—	—	Rune Trowel	4000	Mental Extract	2000
Rod O'Play	2600	—	—	—	—	Muscle Belt	4000	Dokukie Grass	100
Clover	2600	—	—	—	—	Green Stone	4000	Ochitsuki Grass	100
Rune Lamb	3000	—	—	—	—	Star Necklace	4000	Megashark Grass	100
Rune Gloves	3500	—	—	—	—	—	—	Ugoke Grass	300
Soul Saber	3300	—	—	—	—	—	—	Tonae Grass	300
Sixteenth Night	4000	—	—	—	—	—	—	Koisame Grass	300
Rune Book	3700	—	—	—	—	—	—	Yokumie Grass	100
Gungnir	3700	—	—	—	—	—	—	Pannou	1000
Grim Reaper 42		—	—	—	—	—	—	Holy Feather	1600
	—	—	—	—	—	—	—	Holy Wing	3000
	—	—	—	—	—	—	—	Flash Soda	3000
	—	—	—	—	—	—	—	Flash Extract	5000

S Curse Data

How to read the data

1 Attribute Curse

②	③	④	⑤	⑥ 主な　方法
Eriko		Fire Lv.1	Attack+5	Choose "Densetsu" at start, Free Battle 9, EX Dungeon floors 1–4

① Curse-word Attribute

The attribute of a curse word. There are nine types: Fire, Water, Wood, Wind, Thunder, Light, Attribute, Dragon, and Neutral.

② Name

The name when acquired. In the acquired state, it cannot be used for curse-word forging.

③ Curse Word

The true name revealed by appraisal. Appraising the curse word makes it usable for curse-word forging.

④ Attribute Lv.

The attribute and rank. It is revealed when you appraise the curse word and choose "Take" or higher. Each of the nine attributes has six curse words prepared. The <Lv.> that follows the attribute name only indicates relative strength within the curse word and has no special effect. When performing a normal curse-word forging, the first curse word you select grants this Attribute Lv. to the item.

⑤ Effect

Indicates the additional effect possessed by the curse. When “Matsu” is selected during curse appraisal, it becomes clear and grants an effect that raises status values. When performing a normal curse forging, the

⑥Main acquisition methods

This shows the main ways to obtain them. Note that it is possible to obtain incantations by methods other than those introduced here, so please be aware. Also, for "Free Battles" and "Extra Dungeons," the incantations that can be acquired are determined at random from multiple options, so they are not guaranteed to be obtainable. Selecting "〇〇" at the start: one of the six words chosen at game start. This indicates that, as a result of the selection, the incantation can be obtained after clearing Chapter 13. Free Battle: Indicates that it can be obtained by winning a Free Battle. The sequential number of the Free Battle is also listed. Extra Dungeon: Indicates that it is an incantation obtainable in an Extra Dungeon that can be challenged after clearing

>Fire-attribute incantations

Name	Curses	Attribute Lv.	Effect	Main acquisition methods
Eryut	Red	Fire Attribute Lv.1	Attack +5	Select "densetsu" at the start, Free Battle 9, EX Dungeon floors 1–4
メサ	Reduce	Fire Attribute Lv.2	Attack +10	Select "densetsu" at the start, Free Battle 9, EX Dungeon floors 5–8
Esta	Hot-Blooded	Fire Attribute Lv.3	Attack +15	Select "densetsu" at the start, Free Battle 9, EX Dungeon floors 9–12
Prox	Flame	Fire Attribute Lv.4	Attack +20	Free Battle 9, EX Dungeon floors 13–16
Roga	Warrior	Fire Attribute Lv.5	Attack +25	Free Battle 9, EX Dungeon floors 17–20
Wies	Hell	Fire Attribute Lv.6	Attack +30	Free Battle 9, EX Dungeon floors 21–25

Water-attribute Incantation

Name	Qiaohui	Rank Lv	If	Main acquisition methods
Eide	Blue	Water-attribute	Guard +5	Free Battle 13, EX Dungeon floors 1–4
Fal	Stream	Water-attrib	Guard +10	Select "Hakanai" at start, Free Battle 13, EX Dungeon floors 5–8
Verno	Romance	Water-attri	Guard +15	Select "Hakanai" at start, Free Battle 13, EX Dungeon floors 9–12
Foris	Wa	Water-attribut	Guard +20	Select "Hakanai" at start, Free Battle 13, EX Dungeon floors 13–16
Roum	Master	Water-attribu	Guard +25	Free Battle 13, EX Dungeon floors 17–20
Ruma	Sea Expanse	Water-at	Guard +30	Free Battle 13, EX Dungeon floors 21–25

·Wood-attribute Curse Words

Name	Curses	Attribute Lv.	Effect	Main acquisition methods
Kurōro	GreeAnger	Wood Attribute Lv.1	Technique +5	Choose "Kibou" at start, Free Battles 12, EX Dungeon floors 1–4
Rū		Wood Attribute Lv.2	Technique +10	Choose "Kibou" at start, Free Battles 12, EX Dungeon floors 5–8
Ranta	Iron Wa	Wood Attribute Lv.3	Technique +15	Choose "Kibou" at start, Free Battles 12, EX Dungeon floors 9–12
Ōre	Wood	Wood Attribute Lv.4	Technique +20	Free Battles 12, EX Dungeon Floors 13–16
Fāvu	Beast	Wood Attribute Lv.5	Technique +25	Free Battles 12, EX Dungeon floors 17–20
Tie	Earth —	Wood Attribute Lv.6	Technique +30	Free Battles 12, EX Dungeon Floors 21–25

·Wind Attribute Cursed Word

Name	Speaking Honestly	Attribute Lv.	If	Main acquisition methods
Hyurooma	Ao (Blue)	Wind Attribute Lv.1	Speed +5	At the start, choose "Himitsu" (Secret), Free Battles ×10, EX Dungeon floors 1–4
Wias	Uta (Song)	Wind Attribute Lv.2	Speed +10	Choose "Secret" at the start, Free Battle x10, EX Dungeon floors 5–8
Poro	Toppā (Breakthrough)	Wind Attribute Lv.3	Speed +15	Choose "Secret" at the start, Free Battle x10, EX Dungeon floors 9–12
Anemos	Kaze (Wind)	Wind Attribute Lv.4	Speed +20	Free Battle x10, EX Dungeon floors 13–16
Chino	Asuka	Wind Attribute Lv.5	Speed +25	Free Battle x10, EX Dungeon floors 17–20
Fair	Souten (Azure Sky)	Wind Attribute Lv.6	Speed +30	Free Battle x10, EX Dungeon floors 21–25

Lightning-elemental Spellword

Name	Spellword	Attribute Lv.	Effect	Main acquisition methods
Inique	Purple	Lightning Attribute Lv.1	MP+10	Free Battle 15, EX Dungeon Floors 1–4
Bio	Sorrow	Lightning Attribute Lv.2	MP+20	Free Battle 15, EX Dungeon Floors 5–8
Simul	Solitude	Lightning Attribute Lv.3	MP+30	Free Battle 15, EX Dungeon Floors 9–12
Nitor	雷	Lightning Attribute Lv.4	MP+40	Free Battle 15, EX Dungeon Floors 13–16
Brart	Sage	Lightning Attribute Lv.5	MP+50	Free Battle 15, EX Dungeon Floors 17–20
Megira	Heaven	Lightning Attribute Lv.6	MP+60	Free Battle 15, EX Dungeon Floors 21–25

>Light Attribute Curse

Name		Attribute Lv.	Effect	Main acquisition methods
Frau	Yellow	Light attribute Lv.1	Resist +5	Select "Admiration" at start, Free Battle 14, EX Dungeon floors 1–4
Narta	Soul	Light attribute Lv.2	Resist +10	Select "Admiration" at start, Free Battle 14, EX Dungeon floors 5–8
Alke	Hope	Light attribute Lv.3	Resist +15	Select "Admiration" at start, Free Battle 14, EX Dungeon floors 9–12
Bose	Light	Light attribute Lv.4	Resist +20	Free Battle 14, EX Dungeon floors 13–16
Racto	Goddess	Light attribute Lv.5	Resist +25	Free Battle 14, EX Dungeon floors 17–20
Rios	Sunlight	attribute Lv.6	Resist +30	Free Battle 14, EX Dungeon floors 21–25

Dark attribute curse

Name	Brotherhood	Attribute Lv.	If	Main acquisition methods
Meran	Black	Darkness Attribute Lv.1	Magic +5	Select "Shiawase" at start, Free Battle 14, EX Dungeon floors 1–4
Nox	Assassination	Darkness Attribute Lv.2	Magic +10	Select "Shiawase" at start, Free Battle 14, EX Dungeon floors 5–8
Teros	Silence	Darkness Attribute Lv.3	Magic +15	Select "Shiawase" at start, Free Battle 14, EX Dungeon floors 9–12
Wespe	Interval	Darkness Attribute Lv.4	Magic +20	Free Battle 14, EX Dungeon floors 13–16
Shukon	Poet	Darkness Attribute Lv.5	Magic +25	Free Battle 14, EX Dungeon floors 17–20
Sereno	Full Moon	Darkness Attribute Lv.6	Magic +30	Free Battle 14, EX Dungeon floors 21–25

Dragon Attribute Incantation

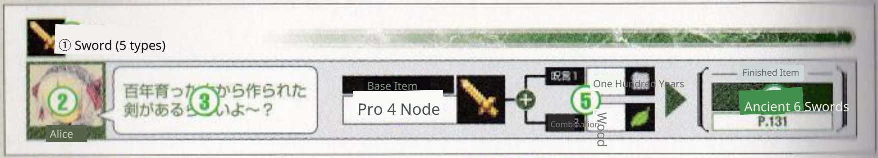
Name: Yuki		Attribute Lv.	Effect	Main acquisition methods
シノ	White	Dragon Attribute Lv.1	FP+10	Free Battle 15, EX Dungeon Floors 1–4
[Dear	Love	Dragon Attribute Lv.2	FP+20	Free Battle 15, EX Dungeon Floors 5–8
Nogira	Guts	Dragon Attribute Lv.3	FP+30	Free Battle 15, EX Dungeon Floors 9–12
Rim	Dragon	Dragon Attribute Lv.4	FP+40	Free Battle 15, EX Dungeon Floors 13–16
Sorube	Guardian	Dragon Attribute Lv.5	FP+50	Free Battle 15, EX Dungeon Floors 17–20
Esto	World	Dragon Attribute Lv.6	FP+60	Free Battle 15, EX Dungeon floors 21–25

Non-attribute Incantation

Name	Distribution	Element Lv.	If	Main acquisition methods
Shin	Innocence	Non-attribute	HP +10	Free Battle 11, EX Dungeon floors 1–4
Must	Love	Non-attribute	HP+20	Free Battle 11, EX Dungeon floors 5–8
Fom	Rebellion	Non-attribute	HP+30	Free Battle 11, EX Dungeon floors 9–12
Kurie	Snow	Non-attribute	HP+40	Free Battle 11, EX Dungeon floors 13–16
Notos	Century	Non-attribute	HP+50	Free Battle 11, EX Dungeon floors 17–20
Bar	Eternity	Non-attribute	HP+60	Free Battle 11, EX Dungeon floors 21–25

Rare Spell Incantation Synthesis Data

■ How to read the data



① Sword (5 types)

② Alice	百年育った木から作られた剣があるらしいよ〜？ ③	Base Item Pro 4 Node	呪言1 One Hundred Years Combination Wood ⑤	Finished Item Ancient 6 Swords P.131

① Types of Items

Types of items that can be created through rare incantation synthesis. Note that rare incantation synthesis can only be performed on certain "weapons," "torso armor," and "accessories," so please be aware of this.

② Character in charge of synthesis

Indicates whether "Alice" or "Teres" can perform it. For each rare spell-synthesis item, the character's artwork is shown.

③ Hint message

A hint message about that rare spell synthesis. It is occasionally displayed when performing spell synthesis at the "Sage's Workshop."

④ Base item

The basic equipment that serves as the base for the rare spell synthesis, listed with its name and an icon indicating the item type.

⑤ Spell

The two specific spells to be combined with the base item, shown with their names and elemental icons. Because only appraised spells can be used for spell synthesis, the names revealed after spell appraisal [→P.144] are listed here.

⑥ Finished item

The name of the rare item completed by the synthesis-character, the base item, and the two spells, and the page where the item data is published. Refer to this when performing rare spell synthesis.

Weapons

Swords (5 types)

Alice	There seems to be a sword made from a tree that grew for a hundred years~?	Base Item Broadsword	呪言1 One Hundred Years 呪言2 Wood	Finished Item Ancient Tree Sword P.131
Alice	There seems to be a sword that weaves a sad song~?	Base Item Metal Edge	呪言1 Sorrow 呪言2 Song	Finished Item Windy Sword P.131
Theres	I heard there's a sword that can break through any ironclad defense♪	Base Item Gradius	呪言1 Iron Wall 呪言2 Breakthrough	Finished Item Defender P.131
Theres	It seems there's a sword that holds the power of thunder♪	Base Item Stiletto	呪言1 Anger 呪言2 雷	Finished Item Caladbolg P.131
Theres	It seems there's a sword that holds the power of a slain dragon♪	Base Item Lapis Crusade	呪言1 滅 Curse 2 Dragon	Finished Item Jormungandr P.131

Bow (3 types)

アリス	There seems to be a bow for killing birds. Isn't it nice~?	Base Item Minoppi's Bow	呪言1 Asuka 呪言2 Kill	Finished Item Wind Break P.132

		Base Item	呪言1	呪言2	Finished Item	
アリス	Do you know about the bow that houses the soul of the azure heavens?	Rune Bow	Soten	Edge	Sturm Bow	P.132
Theres	It seems there is a bow that a dragon who became a defender used♪	Lady Hawk	Cursed Defender	竜	Dragoon Eye	P.132

- Greatsword (2 types)

		Base Item	呪言1	呪言2	Finished Item	
テレス	It seems there is a greatsword that a warrior who awakened to love used♪	Strider	Love	Warrior	Heartbreaker	P.132
Alice	It seems greatswords are filled with passion and romance~?	Durandal	Passion 23	Romance	Burning Breath	P.132

- Spears (2 types)

		Base Item	呪言1	呪言2	Finished Item	
Alice	Apparently there is a spear used by a warrior steeped in sorrow~?	Halberd	Sorrow	Warrior	Brionac	P.132
テレス	They say there was a lance knight who turned anger into grit and fought	Saint Spear	Anger	Grit	Varlheit	P.132

Shining Staffs (3 types)

		Base Item	呪言1	呪言2	Finished Item	
Theres	There seems to be a rod that holds the power of light It seems to exist	Bar Rod	Light	Kill	Solar Wind	P.132
Alice	There seems to be a rod born from the Song of the Goddess ♪	Ash Rod	Goddess	Song	Kerykeion	P.132
Theres	Blessing of Hope, a rod that houses the light of the sun ♪	Rune Rod	Hope	Sun	Sun Broom	P.132

Staff (1 type)

		Base Item	呪言1	呪言2	Finished Item	
Alice	The staff knows silence and solitude ...Just kidding~	Trisceptor	Silence	Solitude	Twilight	P.132

Lance (2 types)

		Base Item	呪言1	呪言2	Finished Item	
Theres	A staff made by a sage who lives in the heavens They say it exists ♪	Flame Horn	Sage	Heavens	Wise Haven	P.133
アリス	There seems to be a spear owned by a goddess who lives in Hell~?	Phantom Horn	Goddess	Hell	Hel Valkyrie	P.133

Kunai (2 types)

		Base Item	呪言1	呪言2	Finished Item	
Theres	There seems to be a black kunai with the power of snow~?	Waterfowl	Black	Snow	Still Water	P.133
Alice	There seems to be a kunai with the power of wind~?	Chizuru	Zhe Tian	Breakthrough	Cloud Clearing	P.133

Crossbow (2 types)

		Base Item	呪言1	呪言2	Finished Item	
Alice	There's said to be a twisted crossbow that resists everything — a favorite of a certain poet~?	Eagle Eye	Repel	Poet	New Moon	P.133
Theres	Romance is eternal! That's the famous words of a renowned archer♪	Falcon Eye	Romance	Forever	Chain Seed	P.133

Leaves (2 kinds)

		Base Item	呪言1	呪言2	Finished Item	
Alice	It blooms around the time when the snowmelt waters flow. There seems to be a flower~?	Mistletoe Leaves	雪	Water	Snowdrop	P.133
Theres	The flower language is love and soul♪	Sunflower	Love	Soul	Heliotrope	P.133

Lamp (2 kinds)

		Base Item	呪言1	呪言2	Finished Item	
テレス	There seems to be a lamp forged by the flames of hell ♪	Silver Lamp	Hell	Flame	Ifrit	P.134
Alice	Apparently there's a lamp filled with the light of heaven~?	Golden Lamb	Heaven	Light	Aiolos	P.134

Gloves (2 types)

		Base Item	呪言1	呪言2	Finished Item	
Alice	Apparently there are gloves imbued with the power of the beast of the earth~?	Break List	Beast	Earth	Tiger List	P.134

		Base Item	呪言1	呪言2	Finished Item	
テレス	There is a Glrope said to hold a wish for a land where green stretches forever... They say such a wish resides in it ♪	Rune Glrope	Record	Forever	Evergreen	P.134

- Knives (2 types)

		Base Item	呪言1	Movie 2	Finished Item	
テレス	They say there is a sword that travelers crossing the seas carry as a charm on their journeys ♪	Falcion	Sea Pla	World	Vajra	P.134
テレス	They say there's a sword imbued with the power of a beast whose hot blood boils within it ♪	Cross Sword	Hot-blooded	Beast	[Bang Bang Bang	P.134

Swords (2 types)

		Base Item	呪言1	呪言2	Finished Item	
アリス	They say there's a sword as light as a flowing breeze~?	Snow Shadow	Wind	Flow	Setsugetsu-ka	P.134
Alice	There's supposedly a sword that can even kill the moon~?	Sixteenth Night	Full Moon	Kill	Murasame-maru	P.134

Books (2 kinds)

		Base Item	呪言1	呪言2	Finished Item	
Alice	There seems to be a book created by a Dark Mentor isn't there~?	Wise Book	闇	Mentors	Necronomicon	P.134
Ari	A book depicting a century of solitude seems to exist~?	Rune Book	One Hundred Years	Solitude	Grimoire	P.134

Sickles (2 kinds)

		Base Item	呪言1	呪言2	Finished Item	
Theres	It seems there's a scythe that has the power to destroy the world ♪	Demon Size	World	Extinction	Prominence Gear	P.135
テレス	They say there's a scythe that holds the power of the legendary phoenix, the fire bird ♪	Grim Reaper	Asuka	Flame	Phoenix	P.135

Torso Armor

• Armor (12 types)

		Base Item	呪言1	呪言2	Finished Item	
Theres	They say there's an amazing suit of armor that even deflects stray bullets !	Leather Armor	Flow	Repulsion	Reflector	P.136
Theres	The armor worn by the Flame Guardian It seems like there is ♪	Luminous Mail	Flame	Defense against people	Ignis Armor	P.136

		Base Item	呪言1	呪言2	Finished Item	
Alice	There seems to be armor imbued with the spirit of water~?	Luminous Mail	Water	Soul	Aqua Soul	P.136
Theres	There seems to be a terrifying armor that withers and destroys trees~?	Luminous Mail	Wood	Decrease	Wood Break	P.136
Alice	There seems to be armor to protect you from snow and wind~?	Luminous Mail	雪	Wind	Wind Mulle	P.136
アリス	They say there's armor housing the wisdom of a hard-working sage ♪	Luminous Mail	Grit	Sages	Arch Mail	P.136
テレス	There seems to be armor that was used by the person who protected the sun ♪	Luminous Mail	Sun	Defense against people	Corona Guard	P.136
アリス	It seems there is armor that governs solitude and silence~?	Luminous Mail	Silence	Solitude	Dark Rex	P.136
Alice	They say there is impenetrable armor forged over a hundred years ♪	Heavy Plate	One Hundred Years	Iron Wall	Baldia	P.136
Alice	"This is the armor worn by an amazing person who rules Heaven and Hell ♪"	Kitchen Armor	Heaven	Hell	Symfoster	P.136
テレス	The era is hot-blooded! And full of guts! ...Wait, is this sounding like a story about armor?	[illegible] Armor	Hot-blooded	Grit	Clear Mail	P.136
Theres	It seems there is armor that harbors the power of the White Dragon ♪	Rune Mail	White	Electric	Rim Armed	P.136

Clothes (8 types)

		Base Item	呪言1	呪言2	Finished Item	
"Alice	They say there are garments worn by the ironclad defenders~ ♪	sagyōgi	Iron Wall	Defend Against People	Bulletproof vest	P.137
テレス	It seems there is a garment that people living on the green land wear ♪	Samue (traditional Japanese work clothing)	Green	Earth	New-green garment	P.137
テレス	A woman with a white, pure heart It's a kimono for my child ♪	Wafuku	White	Pure	Yukata	P.137
アリス	The dress the goddess of love was wearing It seems like there is one~?	pajama	Handed over	Goddess	Mystia Silk	P.137

		Base Item	呪言1	呪言2	Finished Item	
アリス	It seems there's a dress like a swan~?	Regal suit	Flying Crow	浪漫	Swan Dress	P.137
Theres	There seems to be a garment that holds the glow of a yellow full moon♪	Kinshi no Koromo (Golden Thread Garment)	Huang	Full Moon	Opal Moon	P.137
アリス	They say there is a garment that holds the tranquility of the Dark Sun. Is that true?	Kinshi no Koromo (Golden Thread Garment)	闇	Sun	Under Shine	P.137
テレス	They say there is a garment worn when swearing eternal love♪	Rune Garment	Love	Eternity	Rimweld	P.137

Budo-gi (4 types)

		Base Item	呪言1	呪言2	Finished Item	
テレス	It seems there is a garment made from a red beast♪	Keikogi	Beast	Red	Red Hunting Garment	P.137
"Alice	It seems there is a garment like the indigo sky~?	Black Costume	Indigo	Heaven	Aodani garment	P.137
Alice	I've heard there's clothing for people who put their hopes in the open sea	aoshōzoku	Hope	Ocean	Amato garment	P.137
Theres	It seems there is a garment that poets wear when they sing♪	shiroshōzoku	Poet	Song	Autumn-leaf garment	P.137

- Robe (1 type)

		Base Item	呪言1	呪言2	Finished Item	
Theres	There seems to be a robe suitable for wearing in a pure world♪	Magisa Robe	Pure	World	Innocent Rope	P.137

Coat (7 types)

		Base Item	呪言1	呪言2	Finished Item	
Theres	There seems to be a red coat imbued with the power of fire♪	Magisa Coat	Red	Flame	Crimson Feathered Robe	P.138
Alice	A blue coat imbued with the power of water. It seems there is a coat~?	Magisa Coat	Blue	Water	Hagoromo of Purity	P.138
テレス	A green coat imbued with the power of wood, it seems to exist♪	Magisa Coat	Green	Wood	Green Hagoromo	P.138
Alice	An indigo coat imbued with the power of wind, it seems there is one~?	Magisa Coat	Indigo	Wind	Floating Cloud Hagoromo	P.138

Alice	It seems there is a purple coat imbued with the power of thunder~?	Base Item Magisa Coat	呪言1 紫 呪言2 Town	Finished Item Purple Lightning Garment P.138
Theres	It seems there is a yellow coat imbued with the power of light♪	Base Item Magisa Coat	呪言1 呪言2 HuangLight	Finished Item Dawnlight Garment P.138
Alice	It seems there is a black coat imbued with the power of darkness~?	Base Item Magisa Coat	呪言1 Gate Curse 2 Black	Finished Item Starlight Garment P.138

Accessory

Rings (9 types)

Theres	It seems there's a ring shaped like a Flame Warrior ♪	Base Item Rune Ring	Cursed Painting 1: Fire Curse 2 Warrior	Finished Item Flame Ring P.138
Alice	Apparently there's a ring shaped like a Water Sage~?	Base Item Rune Ring	呪言1 Water 呪言2 Sage	Finished Item Aqua Ring P.138
Theres	It seems there's a wooden ring shaped like a beast ♪	Base Item Rune Ring	呪言1 Wood 呪言2 Beast	Finished Item Wood Ring P.138
Alice	Apparently there's a ring shaped like a bird dancing in the wind~?	Base Item Rune Ring	呪言1 Wind 呪言2 飛鳥	Finished Item Wind Ring P.138
Theres	It seems there is a ring shaped like the Sage of Thunder ♪	Base Item Rune Ring	呪言1 雷 呪言2 Sage	Finished Item Thunder Ring P.138
Theres	There seems to be a ring shaped like the Goddess of Light ♪	Base Item Rune Ring	呪言1 Light 呪言2 Goddess	Finished Item Shine Ring P.138
Alice	I heard there's a ring shaped like the Dark Poet ~?	Base Item Rune Ring	呪言1 Open 呪 2 Poets	Finished Item Dark Ring P.138
Theres	Flowing water is said to have the power to protect life ♪	Base Item Rune Ring	呪言1 呪言2 Water Flow	Finished Item Life Protect P.138
Theres	There seems to be a scary bracelet that kills over a hundred years ♪	Base Item Rune Ring	呪言1 One Hundred Years 呪言2 Kill	Finished Item Trick Craft P.138

Bracelet (4 types)

		Base Item	呪言1	呪言2	Finished Item	
Alice	They say love changes people, and dumbbells build muscles. What is that?	Rune Bracelet	Love	Love	Dumbbell	P.139
Theres	They say there's a bracelet that holds the power to repel everything in this world ♪	Rune Bracelet	Repel	World	Cross Counter	p.139
Theres	It seems there's a bracelet imbued with the stubborn spirit of a dragon ♪	Rune Bracelet	Child	Grit	Axel Drive	P.139
Alice	It seems that a warrior who fought for a hundred years was wearing an amazing bracelet, you know~?	Rune Press	One Hundred Years	Warrior	Drive Boost	P.139

Shoes (5 types)

		Base Item	呪言1	呪言2	Finished Item	
"Alice	They say the sandals worn by the purple mage had a mysterious power~?	Sandals	Purple	Sage	Overcharge	P.139
Deres	There seems to be a pair of sandals with the power to calm the earth's wrath♪	Sandals	Earth	Anger	Cross Guard	P.139
Alice	There are said to be supersonic sandals that break through the wind and pierce, you know~?	Sandals	Wind	Breakthroughs	Twin Sonic	P.139
Theres	"It seems the sandals worn by the Blue Mage had some mysterious power ♪"	Sandals	Blue	導師	Extension	P.139
Alice	"They say there's a beast that became lonely because no one could catch up to it~?"	Sandals	Solitude	Beast	Slave Niel	P.139

Gems (8 types)

		Base Item	呪言1	呪言2	Finished Item	
Theres	"It seems there is a ring that houses the power of a scalding pool of blood from hell ♪"	Flame Ring	Hot-blooded	Hell	Flame Soul	P.139
Alice	"They say there might be a ring that holds the power that dreams of the romance of the open sea~?"	Aqua Ring	Romance	Sea Plain	Aqua Soul	P.140
Theres	"It seems there is a ring that houses the ironclad defense of the earth ♪"	Wood Ring	Iron Wall	Earth	Wood Soul	P.140
Alice	"They say there might be a ring that contains the spirit power that breaks through the azure heavens~?"	Wind Ring	Breakthrough	Heaven	Wind Soul	P.140

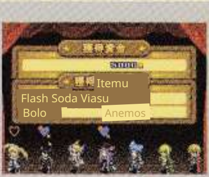
		Base Item			Finished Item	
アリス	There seems to be a ring that holds a solitary flash of inspiration descending from heaven~?	Thunder Ring	Curse 1 Solitude	2 Heavens	Thunder Soul	P.140
テレス	It seems there is a ring that houses a soul filled with hope♪	Shine Ring	Curse Camp 1 Hope	呪言2 魂	Shine Soul	P.140
アリス	They say there's a ring that can only be made on a quiet full moon night~?	Dark Ring	Republic of China Silence	呪言2 Full Moon	Dark Souls	P.140
Alice	Apparently, there's a necklace that the Dark Sage used to wear~?	Mental Cast	Curse 1 闇	呪言2 Sage	Defendum	P.140

Necklace (6 types)

		Base Item			Finished Item	
テレス	Compassion nurtures love, they say~♪	Hoshi no Necklace	[Curse] Sorrowlove	Movie 2	Lifehacker	P.140
テレス	It seems there's a necklace that makes the sun seem as if it's always shining♪	Hoshi no Necklace	Curse Word 1 Sun	呪言2 Forever	Sunlight Necklace	P.140
アリス	Apparently there's a necklace that makes the moon seem as if it's always shining ~?	Hoshi no Necklace	Curse Word 1 Full Moon	2 Eternity	Moonlight Necklace	P.140
Alice	It seems the Black Sage left wisdom in a certain pendant ~?	Hoshi no Necklace	呪言1 Black	2 Sages	Ephemerate	P.140
テレス	"There's a pendant engraved with words that gave the guardian spirit determination♪"	Hoshi no Necklace	Celebration Illustration 1 Grit	呪言2 Defense against people	Stabilize	P.140
Alice	The flow of light is the power that guards the spirit seems to exist~?	Hoshi no Necklace	呪言1 Light Sending	Curse 2 Flow	Mental Cast	P.140

How to collect curse words

Many players have probably struggled with not being able to perform spell (incantation) synthesis because they couldn't obtain the required incantations. In such cases, Free Battles are a reliable option. From Free Battle 9 onward, there are encounters where the item acquisition list includes every incantation of a single element. The rarer and more powerful an incantation is, the lower its drop rate, so getting the incantation you want requires some luck; however, using Free Battles is the most efficient way to collect incantations. At the same time, aiming to obtain incantations through After Break makes this approach perfect.



◀ Acquiring spell sayings requires perseverance. Even if you can't obtain the spell saying you were aiming for, don't be disco

▶ If possible, going to the extra dungeon is also an option. If you solve the mysteries, you will certainly be able to obtain spell sayings

After Break List

Present Items

Depending on the word the player selects during After Break, a companion's "Philia Points" will change in three levels: 0, 1, or 2 points. Then, each time the points reach certain thresholds, the "Philia Icon" changes, allowing you to obtain a unique "Present Item" for each companion. In addition to this, when all After Breaks with a particular companion are completed, there is a "Common Present Item" system that grants items based on the total accumulated Philia Points up to that point. Please check the "Common Present Item List" on the right for its contents.

The table "Changes in Philia points and Philia icons" is reproduced here again for reference. Please use it as a guideline and try to aim for achieving the highest points with companions you care about.

● Common Present Item List

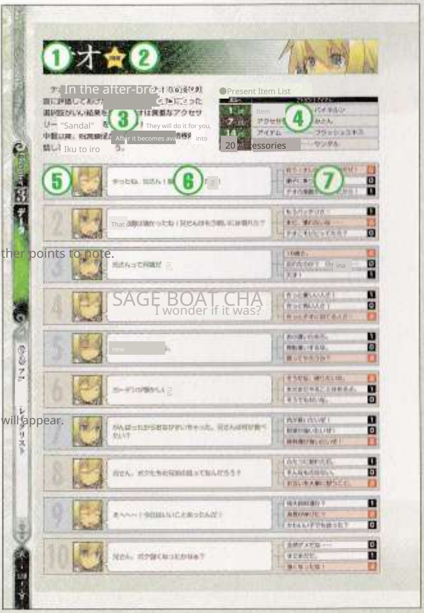
Achievement pts		Present Items
1～4 pt	Item	Flash Extract
5–9 pt	Spell Saying	・Baru
10–13 pt	Spell Saying	・Esto
14～19 pt	Accessory	・Defandum
20 pt	One of each item from 1 to 19 pt	

Display of changes in Philia points and Philia icons

Philia points display

Icon	Philia points	Icon	Philia Points
／	0 points	♥	14–19 points
♡	1–6 points	♥	20 points
♡	7–13 points	💙	The 10th conversation has ended

*For D points, there is no icon displayed.



● How to read the data

① Character name

Names and artwork of companions selectable in After Break.

② Event icon

EVENT

Allies with this icon indicate that there is a special event in which an event CG [→P.176] will be displayed if, when the 10th level of the After Break finishes, the "Philia Points" are 20 pts.

③ Advice

Advice for after-break periods. It provides a detailed explanation of tendencies in conversations, effective timing for carrying out after-breaks, and other points to note.

④ Present Item List

List of items that will be given as presents. "Philia Points" are

Lists the types and names of items obtainable when reaching 1pt, 7pt, 14pt, and 20pt.

⑥ Number of Afterbreaks

Represents the number of after-break occurrences from 1 to 10 as a numeral. Conversations are still possible from the 10th occurrence onward, but no choices will appear.

⑥ Conversation Content

Lines of dialogue for conversations 1 through 10.

⑦ Choices

Listed are Alph's dialogue options for the conversations and the numerical values added to the "Philia Points" as a result. Each conversation has three choices, ordered here to match the in-game display. Also, the choice that grants the highest "Philia Points" during that conversation is colored red to distinguish it from the other options.

Theo★EVENT

In Theo's after-break, honestly praising Theo's growth or making choices from the standpoint of an older brother produces good results. Theo will gift the rare accessory "Sandals," so from the middle stages onward—once cursed-word transmutation becomes available—it's best to actively talk with him.

●Present Item List

Achievement pts	Present Items
1 pt	Item ··············· Vitaln
7 pt	Accessory ······· - Miton
14 pt	Item ············· Flash Extract
20 pt	Accessory • • • • • • Sandal

1		Yay, big brother! We beat the enemy!	Yeah! We're the strongest!	2
			Aren't you getting a little cocky?	0
			Because Teo's support was great!	1
2		Today's enemies were strong! Big brother, are you used to fighting now?	All set!	1
			Not yet, I still haven't gotten used to it...	2
			Teo, you were the one who was scared, weren't you?	0
3		How old are you again, brother?	I'm 16 years old.	2
			Have you forgotten? That's ter	0
			rible... Genius!	1
4		Hey, hey, brother. What was our mother like?	He must be a kind person!	1
			She must have been a scary person!	0
			She was probably someone who looked like Teo!	2
5		I want a new bow.	Save your allowance.	1
			Don't waste money.	0
			Shall I buy it for you?	2
6		I miss the Garden.	Yeah. I want to go home.	2
			There's still plenty to do.	1
			Not really.	0
7		I worked hard so I'm hungry. What do you want to eat, brother?	I want to eat meat!	1
			I want to eat vegetables!	0
			I want to eat egg dishes!	2
8		Brother. What do you think is the sign of our brotherhood?	A stone split into two.	1
			There is no such thing.	0
			To cherish each other.	2
9		Ehehe~! Something good happened today!	Is it an extra-large egg dish?	1
			Has your height increased?	2
			Did you meet a cute girl?	0
10		Brother, have I become stronger?	It's totally hopeless...	0
			Not yet.	1
			You've gotten stronger!	2

Leon☆EVENT

Ryon's conversation topics are his own abilities and girls. Since many conversations relate to these two points, responses that show agreement with those opinions are good. The 20-point gift item, "Overchage" (or "Overcharge"—note: original name "オーバーチャー 「ジ」" appears split), is a powerful accessory. Because Leon (レオン) will be absent for a long time in the mid game, you'll want to obtain it in the early stages.

●Present Item List

Achievement pts	Present Items
1 pt	Item Vitaln················
7 pt	Accessory Iron Gauntlet
14 pt	Item ················ Flash Extract
20 pt	Accessory ······· · Overcharge

1		Did you see that! The prowess of Young Lion Leon! He's in top form!	What is a young lion?	1
			We have no enemies!	2
			Not yet, though.	0
2		I wanted the girls in town to see how magnificent I fight~	Is Leon really that popular?	0
			Too bad for you.	2
			I'm the cooler one!	1
3		Hey, Alf. Don't you have someone you're interested in?	Rusha is on my mind.	2
			Cecil is on my mind.	0
			I'm worried about Theo.	1
4		Hey, Alf. Do you like training?	I love you.	2
			Food is more important.	1
			Actually, I don't really like it.	0
5		If it's going to happen, isn't a situation where you save a girl more exciting?	A princess kidnapped by monsters...	2
			Curing a lover's illness...	1
			The true enemy was the lover.	0
6		Somehow I just can't get myself pumped up today...	I'm fired up!	1
			Do you have a cold?	0
			Is it because there are no cheers from the girls?	2
7		I think about it. What's missing from me is a cool catchphrase, Alf. Do you have any cool lines?	This is the power of Young Lion Leon!	1
			A man keeps silent and does not speak.	2
			Young Lion Leon will punish you.!	0
8		Hey, Alf. You like Rusha, don't you?	That's not true at all.	1
			M-maybe so.	2
			I like you!	[illegible]
9		I will keep getting stronger! After all, I have a goal you know!	Lord Heath?	0
			Father?	2
			To be popular with girls?	1
10		We're the strongest duo!	Yeah!	2
			Ugh...	0
			Huh!?	1

Heath★EVENT

Heath is the type of person for whom the word chivalry fits perfectly. In conversations, it's best to choose humble responses. The "Life Protect" received at 20 points is a convenient item to obtain early on, but Heath temporarily leaves in Chapter 5. Make use of free battles or wait until the later stages.

●Present Item List

Earn p	Present Items
1 pt	Item ·············· • Flash Soda
7 pts	Item ············· • Mental Extract
14 pt	Item ··············· Holy Wing
20 pt	Accessories • · · · ····· Life Protect

1	We have won safely again this time. Do not forget to give thanks to the gods. May the light bless you......	Condemn evil!	2
		Condemn by the gods!	0
		Condemn by the hair!	1
2	Is there anything you don't understand about fighting?	My attacks aren't hitting:.···	1
		I want to use magic.	0
		I want to become stronger!	2
3	Alf. Even if they are the enemy, do not forget to show courtesy to them Don't you dare.	Always be serious.	2
		Be compassionate.	0
		Value life.	1
4	Alf. Don't forget to be considerate of your companions.	Comrades are the most important!	2
		I don't have the luxury......	O
		Lord Heath, thank you for your hard work!	1
5	We managed to win safely, but... What do you think about the recent battle, Alf?	Piece of cake!	1
		I didn't really understand.	0
		My strategy was weak!	2
6	You're getting used to combat by now.	No problem.	1
		Not yet.	2
		I lack confidence...	0
7	Alf. Have you already found it? Follow my own path.	To be unbeaten by anyone.	0
		To keep fighting.	1
		To protect those dear to me.	2
8	·········· - No, I just suddenly remembered the past.	Do you mean Garden?	2
		Or the academy days?	1
		Lady Heath fell from the roof...	0
9	I'm glad to see everyone's growth. I'm proud as the Garden's administrator.	Especially Theo has grown!	2
		Leon has become stronger!	1
		I haven't grown at all!	0
10	Alf has truly become a fine warrior. There's nothing left for me to teach him.	Please spar with me again!	2
		There are still things I want you to teach me!	1
		You have my full endorsement!	0

Cecil☆EVENT

Cecil, being a priest, shows a side of deep devotion. Many of the choices involve encouraging her. Due to an awakening event in Chapter 18, Cecil's unit traits will change. Because this completely alters the After Break effects, be sure to finish conversations with her by Chapter 18.

■Gift Item List

Achievement pts	Present Items
1 pt	Items…… ……Mentalun
7 pt	Item ……………Holy Wing
14 pt	Accessory ………Sapphire Bracelet
20 pt	Accessory………Mental Cast

1		Phew, good work! Are you hurt?	I'm fine !	2
			Ouch! Ouch! Ouch!	0
			I'm a little tired...	1
2		Pray to the gods......	You're enthusiastic.	1
			Praying is pointless.	0
			Maybe I'll pray too.	2
3		Alf is strong. I'm jealous.	Thanks to Cecil's support.	2
			It's the result of training!	1
			I'm not strong.	0
4		What's wrong? Alf? Is there something you want to ask me about?	Teach me how to pray.	2
			Being a priest must be tough, right?	1
			Where is Cecil originally from?	0
5		Have I become a little stronger?	Cecil has been strong from the start	2
			Let's work even harder!	1
			There's no need to become stronge	0
6		Heh... I just remembered what happened in the Garden.	About me?	2
			About Leon?	0
			About Lord Heath?	1
7		I do respect you, Alf, you know?	Being respected makes me uneasy.	0
			Are you only respecting me?	2
			I respect Cecil too.	1
8		What is it? Alf? Do you have something you want to ask me?	What is your favorite flower?	2
			What is your favorite word?	1
			Who do you like?	0
9		Alf... yeah, it's nothing.	Is something on your mind?	2
			Are you okay? Not feeling well?	1
			Cecil, that's strange...	0
10		I will become stronger too! So I can fight alongside Alf and the others!	I will protect girls.	2
			Let's fight together, Cecil.	1
			Don't do anything reckless.	0

Cecil (Awakened)

EVENT

The way to think about choices is the same as before, so it shouldn't be a problem. Also notable is that many of the conversations concern one's inner thoughts or appearance. In addition, when playing a second time using cleared data, conversations with Cecil will start from after her awakening. You will not be able to have the earlier conversations with Cecil, so please be careful.

●Present Item List

Achievement pts	Present Items
1 pt	Curses……………… Telos
7 pts	Curses……………… Wespe
14 pt	Curses……………… Shukon
20 pt	Curses……………… Sereno

1		Alf, I'm sorry. This means I was hiding the fact that I was the Witch of the Star Shadow, doesn't it?	Cecil is still Cecil! If she	[illegible]
			doesn't remember, it can't	1
			be helped. Don't keep secrets anymore	0
2		Will I be able to fight without hesitation from now on?	Don't push yourself.	0
			It will surely be all right!	1
			Believe in us!	[illegible]
3		Alf, even someone like me... will you fight alongside me?	Hmm......	0
			We're always together!	1
			Of course!	[illegible]
4		Hehe... what's the matter, Alf? Is there something on my face?	Actually, I was staring......	[illegible]
			You really are a witch.	1
			You're wearing glasses!	0
5		I guess I'm still a bit slow on the uptake......	Don't worry about it!	1
			That's not true!	[illegible]
			Yeah, you're too dull!	0
6		Could Alf be... no. It's nothing.	If it's nothing, don't say it.	0
			If you're worried about something, tell me.	[illegible]
			I'm curious...	1
7		Hmm... hey, Alf. I've been wearing glasses for a while now, right? What do you think?	You're cuter without them.	[illegible]
			How bad is your eyesight?	0
			Those are nice glasses.	1
8		There are things that never change, right?	Memories don't change.	[illegible]
			Cecil doesn't change.	1
			Everyone else changes.	0
9		"Hey, Alf. Who do you think is the most important person to me?"	Leon?	0
			Saki?	1
			It's me!	[illegible]
10		Fate will surely be on our side!	If the Witch of Star Shadows says so!	1
			I don't believe in fate. 10	
			You carve out your own destiny!	[illegible]

Saki

For Saki, it's good to choose options that sincerely praise her skills as a shinobi and her side as a girl. Like with Theo, the gift item at 20 pt is "sandals." Sandals are an accessory that becomes very significant from the mid-game onward if obtained. Actively talk to her and aim to get them.

●Present Item List

Achievement pts	Present Items	
1 pt	Item	Vital Soda
7 pt	Item...	Flash Extract
14 pt	Item	Holy Wing
20 pt	Accessory	Sandal

1		Yeah. I can fight well enough. No problem.	If worst comes to worst, I'm here.	0
			I'm counting on you!	2
			You're surprisingly strong.	1
2		This kind of enemy is nothing.	Saki is strong!	2
			That was a walk in the park!	1
			Because I'm strong!	0
3		Is there any information you'd like me to gather?	Information about the witch!	1
			Tell me about Saki.	2
			The three sizes of the women...	0
4		......	Are you angry?	0
			Saki is quiet, isn't she?	1
			......	2
5		My special skill isn't just intelligence gathering...	Are you good at cooking?	0
			Assassination... or something?	2
			Ninjutsu, of course!	1
6		I want something.	LapiStea?	0
			A new weapon?	1
			An accessory?	2
7		Alf, what do you think of everyone?	They're my precious comrades!	2
			They are my important underlings.	0
			Everyone really depends on you!	1
8		What? Is there something on my face?	How scary...	1
			How cute!	2
			What a weird face!	0
9		Alf... what do you think of Cecil-chan?	Why, Cecil?	2
			Cecil, I like you.	0
			I'm not interested.	1
10		I, too, have found something important...	That's great!	2
			What is it?	1
			Saki is important to me!	0

Nikola

When it comes to Nicola, it's definitely the witch. Much of the conversation revolves around topics related to witches, and like Nicola, having a passionate feeling for witches is the quickest path to the correct outcome. The accessory received at 20 points, the "Moonlight Necklace," is an excellent item that nullifies all status ailments. It should play an important role on certain maps.

●Present Item List

Achievement pts	Present Items
1 pt	Item - Mental Soda
7 pt	Item - Mental Extract
14 pt	Item - Holy Wing
20 pt	Accessory... - Moonlight Necklace

1

This is my ability. How was it?

You're better than I thought!	2
Build some muscle too.	1
It's nothing special.	0

2

Despite how I look, I do care about my glasses!

Secret in the glasses?	1
What's your vision like?	0
Matching with Cecil?	2

3

Alf! If it's about the witch, I will answer anything about her!

Who is the witch?	2
What is the witch's specialty?	1
What is the witch's gender?	0

4

Alf! If you want this knowledge of mine, just say so!

Is there anything else besides the witch?	0
Tell me about the runes.	2
Advice for combat.	1

5

Aah~n! Witch-sama~!

Witch-sama~!	2
Why do you like the witch so much?	1
There you go again.	0

6

Alf! When it comes to Witch-sama, I will answer anything for you! Yes! Even if it's something private!

What does Rusha like?	0
What does Vanessa like?	2
What does Meru like?	1

7

Ah! I want Witch-sama to hit me more! Correction! I want to be close to Witch-sama!!

Interaction is important, right?	2
I'll hit you.	0
Nicola is a pervert.	1

8

Alf! Won't you let me talk about these burning feelings I have for the Witch!?

No way.	0
Well, I'll listen.	1
No, better yet—let me do the talking!	2

9

Alf! When it comes to the Witch, I will answer anything you ask! Yes! Even more personal matters too!

How big is Rusha's chest?	1
How big is Vanessa's chest?	2
How big is Cecil's chest?	0

10

Ah! I wish I had been born a witch too! I will take on that mystery myself! I wanted to feel it!!

It's mysterious because it's different from my own!	2
You're a man, so that's impossible.	1
If Nicola were a witch, that would be gross.	0

Rusha★EVENT

She often makes prickly remarks, but trading insults is absolutely forbidden. On the other hand, choices that show compassion or goodwill will produce good results. Rusha repeatedly joins and leaves the party as the scenario progresses. With that in mind, consider the timing and try speaking to her after her final departure when she returns from Chapter 17 onwards.

●Present Item List

Achievement pts	Present Items
1 pt	Items・・・・・・・・・・Holy Feather
7 pt	Item・・・・・・・・・・・・・・・Mental Extract
14 pt	Item・・・・・・・・・・・・・・・Flash Extract
20 pt	Accessory・・・・・・・・Shine Ring

1		Phew. Somehow we finished safely. Even so, you're a strange person.	That's not true.	2
			You're strange anyway.	1
			You're the stranger one.	0
2		What is it? Is magic that unusual?	Teach me how to use magic.	2
			That's cheating!	0
			Magic seems useful.	1
3		Don't go thinking you're strong just because you won a little, okay?	I'm still far from that!	1
			Of course! I'm strong!	0
			Because Lusha was there!	2
4		The enemies are somewhat capable too. We absolutely can't let our guard do	I'm not letting my guard down!	2
			Why not relax your shoulders a bit?	1
			Oh—what a scary face!	0
5		What is it? Could you stop staring at me? ...Are you that interested in me?	It's not really like that!	0
			I'm curious.	2
			Pay attention to me.	1
6		Oh, Alf. Why don't you show a little consideration for others?	You should be considerate	0
			I'm being considerate, even so	1
			I'll be careful from now on.	2
7		...Good work. ...W-what? Did I say something strange?	It's not strange, just unusual.	0
			Good work!	2
			I'm not tired at all!	1
8		Phew. I moved around and got a little sweaty. ...Hey, where are you looking!	You have a cute face.	2
			That hat is cute.	1
			I'm not looking at you!	0
9		You want to know about me? I could tell you, if I wanted to. But what exactly do you want to know?	Is that your real hair color?	0
			Do you have someone you like?	2
			Do you have any hobbies besides cleaning and cooking?	1
10		I'll give you a little more credit. But you're still not there yet!	Yeah, I'll do my best!	2
			Even if Rusha reassesses me...	0
			What about you?	1

Mel★EVENT

Important points in conversations with Mel are to use expressions that evoke period dramas. Since many dialogue topics are related, it's important to choose responses that match Mel's lines. Mel becomes a companion in the middle of the game, so you shouldn't have trouble finding opportunities to talk. If you're curious about gift items, keep talking to her.

●Present Item List

Achievement pts	Present Items	
1 pt	Item	- Mental Soda
7 pt	Accessory	• Sapphire Ring
14 pt	Item	• Flash Extract
20 pt	Item	• Aqua Ring

1		Victory! That was exhilarating!	Yeah, that was exhilarating!	2
			It was a hard-won victory...	0
			I don't feel very good.	1
2		I want to travel to set the world right!	What will you do?	0
			I'll accompany you.	2
			It's too dangerous, so you can't.	1
3		I'm worried about the witches...	About Rusha?	1
			About Wiwi?	0
			About the other witch?	2
4		Alf! I'm indebted to you! I want to thank you! Is there anything you want?	A new weapon.	1
			Just the thought is enough!	2
			I want Mel's hat.	0
5		There is someone I admire! Do you know who it is?	I don't know. Tell me.	1
			Is it me?	0
			Was it Lord Goro?	2
6		Everyone has a hero they admire! Alf, what kind of hero do you like?	The type who fights while tormented.	1
			The type who wins with overwhelming power.	2
			I prefer the villain.	0
7		I also want a cool catchphrase like Lord Goro's! Alf, do you have any good ideas?	"By order of the Pure Witch!	1
			Can you not see the Sealin?!	2
			Bow before the name of Purity!"	0
8		Alf! If you have anything you want to ask about me, now's the time! When I make a name for myself fixing the world, I'll become a hero and be terribly busy!	How old are you really?	0
			What's so good about period dramas?	2
			Is that hat handmade?	1
9		Alf! Let's psych ourselves up together! Ready—one, two... "Lower your head! Stand down!"	Lower your head! Stand down!	2
			Haha~!	1
			That's so embarrassing...	0
10		Alf! Everyone, join forces and punish evil! Are you prepared?	Let's take it easier.	0
			Got it!	1
			All perfectly in order!	2

(CV: Masayo Kurata)

Wiiwi, who is gentle and easygoing, naturally makes leisurely remarks. In the choices, the correct options are those that match Wiiwi's pace. The gift items are various wind-attribute spell-phrases. Some can be used when synthesizing rare spell-phrases, so if you think they're needed, you should talk to her.

●Present Item List

Achievement Waté	Present Items
1 pt	Curses …………… Poro
7 pt	Curses ・Anemos
14 pt	Curses ・Chino
20 pt	Curses Fair

1		Ah~ that was a hassle~ I'm sleepy~	He always looks sleepy, though?	1
			Show more enthusiasm!	0
			Maybe I'll take a nap!	2
2		Do you know what "floating clouds" means~?	Does that mean it's fluffy?	1
			Like going where the wind blows~	2
			You're talking about clouds that are floating, rig	0
3		Fuaa~! I want the ultimate carpet~!	Ultimate carpet?	2
			Why not make one yourself?	1
			A regular carpet is enough!	0
4		Sudden question~ What do you think my nickname is~?	Witch of Floating Clouds	2
			The Lazy Witch!	0
			The Carpet Witch	1
5		I love the forest animals~ The forest kids are all so lively~ Alf, what kind of animals do you like~?	I like cool animals!	0
			I like fluffy animals!	2
			I like birds that fly in the sky!	1
6		You're pretty good yourself~	This much is only natural!	1
			Wiiwi, you're the impressive one~	2
			Not really....	0
7		Sometimes Mavi always scolds me for not being motivated—does it really look like I have no motivation at all?	You actually do have motivation, righ	2
			You just seem unmotivated.	0
			Don't worry about it.	1
8		I think being natural is best in everything~	I'm always relaxed and natural!	2
			Aren't you being too careless?	0
			Natural foods are healthy, right!	1
9		Hey~ hey~ did you think up a new nickname for me~?	The Whirlwind Vagabond Wiwi!	1
			Fluffy Wiwi!	0
			"Floating Cloud Witch" suits you bes	2
10		Should I put Alf on the carpet too~?	I don't want to ride it!	0
			I want to ride together!	2
			I want to ride alone!	1

Mavi

Mavi is an unusually physical witch; reflecting that style, training, strength, and justice—and certain words—are important. As you continue conversations, you may discover an unexpected weakness. Her gift item is a wood-attribute cursed word. In cursed-word forging, it has the effect of increasing Technique.

●Present Item List

Achievement pts	Present Items
1 pt	Curses··················· Ranta
7 pt	Curse Word··············· Ore
14 pt	Curse Word··············· Fave
20 pt	Curses··················· Tie

1

I'll take a good look at just how strong you are from now on. Be prepared.

Response	pts
Bring it on!	2
Please go easy on me.	0
You be prepared!	1

2

Hah! Haah! The fist of justice will not be defeated! ...Absolutely will not!!

Response	pts
Justice will prevail!	2
Are you getting too fired up?	0
There's no such thing as absolute certainty in this world.	1

3

Alf. What kind of training did you undergo at that place called the Garden?

Response	pts
Real combat experience is the best!	1
Probably tactics review and reading.	0
I never skip my daily practice swing!	2

4

I will protect the witch's companions!

Response	pts
What about companions other than the witch?	0
Who are you closest to?	1
Who is the strongest?	2

5

Huh. It seems the results of training are showing. Indeed, daily training is good!

Response	pts
What kind of training do you usually do?	2
You don't seem witch-like.	1
It's difficult to keep it up every day.	0

6

How about it, Alf? Shall we have another match like in the Witch Village? Shall we try again?

Response	pts
I can't beat Mavi.	1
Of course I'll win!	2
I don't like conflicts.	0

7

Actually... there's something that's been bothering me lately.

Response	pts
About the forest?	1
About our companions?	2
About me?	0

8

うぅ...That one, I'm really not good with... that one.
......

Response	pts
Could it be about Nicola?	0
Does Mavi also have something she's bad with?	2
Like an angry Lady Claire?	1

9

Not all humans are unforgivable......
I understand that.

Response	pts
Everyone is a good person.	2
The witch is the strange one.	0
Try to like humans.	1

10

If companions join forces, we won't lose to any enemy no matter what!

Response	pts
That's right! We will win!	2
I'll win even if I'm alone!	1
Unity is surprisingly difficult......	0

Poron

Poron is characterized by his distinctive way of speaking. For dialogue choices, it's good to pick responses that point to the ideal hero he aspires to be or that acknowledge Poron as an equal. From Poron you can receive a non-elemental spellblade that raises the HP status value as a gift.

Present Item List

Achievement pts	Present Items
1 pt	Curses······················ • Fomu
7 pt	Curses······················ • Curie
14 pt	Curses······················ Notos
20 pt	Curses······················ • Baru

1

Kyukyu! This is an obvious victory!

Polon is surprisingly strong, huh.	2
Of course, it's an easy win, right!	1
That was pretty tough.	0

2

Kyu—! I won't lose to Alf!

I won't lose either!	2
It wasn't even a contest from the star	0
What contest are you talking about?	1

3

I still don't really know you all very well. So please tell me about yourselves. Tell me about humans, nya—

Tell me about Leon.	1
Tell me about Saki.	2
Tell me about Nicola.	0

4

Kyu— kyukkyu?

Yeah! That's right!	1
Not really!	2
I don't understand what you're saying	0

5

This Sidoro-modoro Murasaki-take is the only one, so I'll give it to Alf!

Let's split it in half.	2
I don't want something so suspicious	0
I'll eat it right away.	1

6

Kyuu? Is my cry strange?

Kyuu!	1
Kyukkyukyu!!	0
Kyukkyukyu!	2

7

Kyukkyu? What kind of person does Alf think is fit to be a hero?

A perfect person!	2
He's the kind of person like Heath.	1
There's no one else but me!	0

8

Kyukyu! Alf is favored by all the witches, isn't he!

Is that so?	2
Of course not.	1
Naturally!	0

9

I must study a lot so that I can become as knowledgeable about various traditions as my master! Alf, will you join me? Kyuu?

I don't like studying.	1
Teach me the traditions too!	2
Do it alone.	0

10

I will become a great hero!

Poron can surely become one!	1
Poron probably can't... O	☐
Poron is already a great hero!	2

Kai

Through conversations with Kai, you can learn about his views on fighting. Self-centered and violent responses are a no-go. The gift item when you reach 20 points is "Sandals". This item is important because it is the only material used in rare spellword synthesis to produce shoe-type accessories.

Present Item List

Achievement pts	Present Items
1 pt	Item ··············· Flash Soda
7 pts	Item ··············· Flash Extract
14 pt	Accessory ·······...Star Necklace
20 pt	Accessory...... Sandals

1	...Is it over? Victory is a hollow thing.	If you don't win, it's meaningless.	1
		Victory always has meaning!	2
		Only defeat is empty.	0
2	···· ...A true victory can be said to be one with few sacrifices.	I will protect my comrades!	2
		Win even if it means sacrificing myself!	1
		Winning above all is what matters most!	0
3	···· - Battle is a futile thing, isn't it.	The battle is inevitable.	1
		There is always somet	2
		hing to gain. I like fighting.	0
4	···· ...How stylish.	What is it?	0
		I don't think so.	1
		How dashing.	2
5	...Lord Alf. Do you have no doubts? About the fact that you must fight?	Not even a bit!	1
		Well, sometimes.	2
		It can't be helped.	0
6	......Lord Alf, do you have a dream?	To become a fine knight!	1
		To make everyone happy!	2
		To be like Kai!	0
7	····...Never forget to mourn the dead.	That is manners.	2
		Enemies are enemies! No pity needed.	1
		Dead men tell no tales	0
8	...Do you have someone you admire?	I admire Kai.	1
		As I thought, Lord Heath, I guess.	2
		I admire the witch...	0
9	...What is the soul of a samurai—Lord Alfe, do you understand?	A sword, right?	1
		Like an undefeated record?	0
		Pride... is that what you mean?	2
10	...True victory is to conquer oneself.	You mean to get fired up?	1
		The enemy lies within oneself.	2
		It is more important to defeat the enemy.	0

Clare

Conversations with Claire, the leader of the witches, often reveal her indecisive nature. The choices you face force you to respond flexibly. Her gift item is a thunder-attributed spell word. Some spell words she gives can be used to forge powerful rare spell words, so talk to her if you need them.

●Present Item List

Achievement pts	Present Items
1 pt	Curses ··················· • Shimuru
7 pts	Curses ··················· • Nitoru
14 pt	Curses ··················· • Burāto
20 pt	Curses ··················· • Megira

1		Phew. Thank you for your hard work.	Good work!	1
			Do you like fighting?	0
			Lady Clair's magic is strong, isn't it?	2
2		Um, am I being useful?	It's not very helpful.	1
			You're a great help!	2
			You're interfering way too much!	0
3		Me... why am I so hopeless? Is this because I'm no good? ······· What on earth—	Indecisiveness.	2
			Pessimism.	1
			Being too beautiful.	0
4		The lightning magic I use is a force that rends the heavens. Its flash is brief, yet its power can split the earth. So... you'd better not take it lightly, okay?	It's nothing special.	0
			That's an amazing power!	2
			I honestly underestimated you.	1
5		I have the role of gathering the witches. However, I truly want to be equal with everyone. Is wishing for that selfish...?	That's selfish.	0
			You should be equals.	1
			Everyone respects you.	2
6		Oh my. Could it be that you are a bit tired...?	Yeah, just a little.	0
			Not at all, I'm fine.	1
			Lady Claire, are you all right?	2
7		I wonder about Alice and Therese left behind in the town...	Who are those two?	1
			I'm sure they're doing well! 2	
			They're both so cute.	0
8		What on earth am I lacking...?	Decisiveness, plainly put.	2
			Nothing at all...	1
			Lady Claire is perfect.	0
9		Sometimes Nicola looks my way, and I wonder... am I strange somehow?	Such a mysterious eye color.	2
			The witch is so lovely~!!	0
			You're wearing a lovely dress.	1
10		I'll try a little harder, then.	I will help you. Let's try a litt	2
			le harder.	0
			It's fine as it is.	1

Vanessa☆

Because she joins late in the game, there are few opportunities to talk to her, which is a drawback. Many of Vanessa's dialogues reflect her combative personality, and choosing bold options often produces good results. Her gift item is a fire-elemental spell. At 20 points you can view an event CG, so aiming for that might be a good idea.

●Present Item List

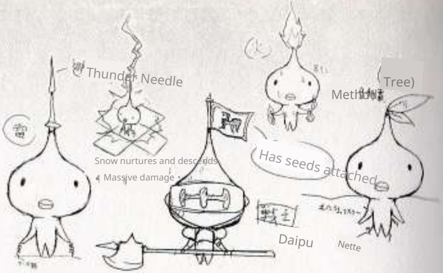
Achievement pts	Gift item
1 pt	Curses ..... Esta
7 pt	Curses ..... Prox
14 pt	Curses ..... Roga
20 pt	Curses ..... - Weiss

1		Funbouya seems to be doing quite well, but I still can't beat them.	I'm stronger!	2
			There are always people stronger than you.	0
			Don't get cocky!	1
2		As always, Claire's slowness is irritating. Right!	You should be more broad-minded.	1
			Claire is certainly dull-witted.	2
			But that's part of what makes Claire good.	0
3		Well then. This would be a good time for a drink.	I'll pour you a drink.	2
			Drinking too much is bad for your health.	1
			You drunkard.	0
4		Heh! There's no one stronger than me! The crimson flame is the strongest power!	Strength isn't everything.	2
			Isn't lightning stronger?	0
			Aren't you weak to water?	1
5		Huh? What is it? You seem like you want to say something?	Why are you so fixated on strength?	1
			What big breasts.	2
			Actually, I have a problem...	0
6		Tch! For me to have done that, it seems I clumsily messed up. Right!	What did you do?	1
			Hey! Clumsy witch~!	0
			Yeah, don't be so down.	2
7		I won't lose to any witch! Of course, not even to Claire, who leads the witches!	Friends should get along with each other.	1
			Claire is stronger.	0
			Vanessa is the strongest.	2
8		I must also feed Guru and Garu.	How did you meet?	1
			Monsters are dangerous!	0
			I also want to try feeding her.	2
9		Hey, boy. Isn't it about time you became mine?	No way!	2
			That might not be a bad idea.	1
			I'm already yours!	0
10		I will save this world with my power! I promise! Boy! You must lend me your strength too!	I'm enough on my own!	1
			My strength isn't needed, is it?	0
			Let's all join forces!	2

EXTRA

Evening Kopin

"Yūgure Kopin," which unfolds between acts. Here we will present the melancholic and mysterious Kopin stories all at once. We will also reveal the touch points where Kopin turns in each episode and the expressions he wears."\

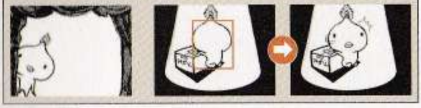


Episode 00: Prologue

The lord of the manor was not a witch... I noticed it from the start!

Hello out of the blue, my name is Kopin.

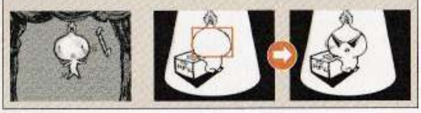
I will secre watch Alf and the others from objects like this.



Episode 01: Kopin, A Desperate Dawn

This is awful... Vanessa...

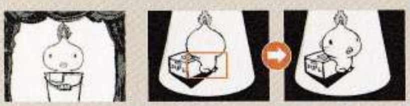
"Leaving me behind. You expect me to walk home...?"



Episode 02: In Search of Peace

Alf has become the leader......

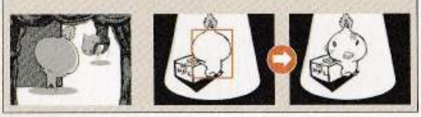
This is not the time to be taking a bath......"



Episode 03: A Companion in Danger

Today, our companion Kopin was attacked by an evil monster.

Hang in there!

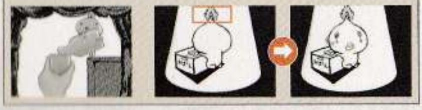


Episode 04: The Drunkard

I tried working part-time at a tavern in Adwest.

I learned how to make customers happy with thoughtful care,

I felt like I had gotten one step closer to becoming the ultimate monster.



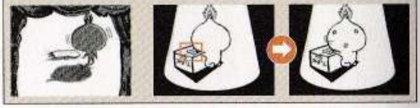
Episode 05 Friends...

I do not have a friend I can call a close friend.

When I consulted Lady Vanessa,

She said she would introduce me to a good friend, so I went to meet them.

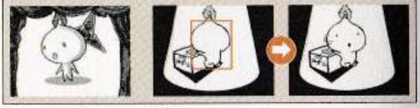
There was a single daikon radish there. What did she expect me to do with it?



Episode 06 Battle-scarred

While walking down the road, I felt a sharp pain in the back of my head.

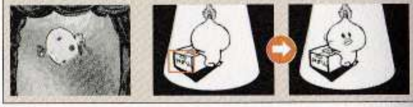
I'm getting older myself, so I want to take better care of my health.



Episode 07: At the Festival

He went to fetch water with a bucket and ended up diving straight into the river.

A fish ate part of his body, so he became a little smaller.

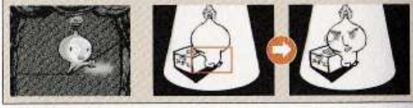


Episode 08: When Drunk

Alcohol makes you forget your ears.

Sitting alone and tipping a glass like this strangely calms the heart.

My life is rosy.

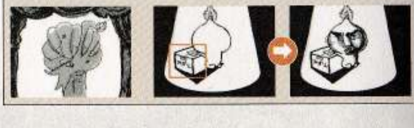


Episode 09: Value as Exercise Equipment

Apparently I have a good digging feel.

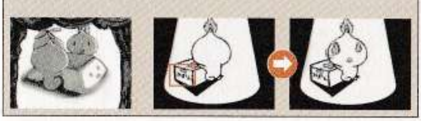
Today, Lady Vanessa kept squeezing me the whole time.

Squeeze squeeze squeeze... squeeze squeeze squeeze squeeze...



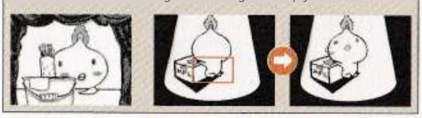
Episode 10: Regular Meeting

Today is the joint meeting of the Kopin clan.
From shifts in the world situation to last night's dinner.
Heated debates continue until morning.



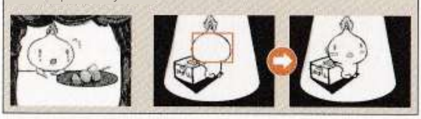
Episode 11: Childhood Friend

A friendship blossomed with the friend (Daikon) introduced to me by Lady Vanessa.
I invited him into my favorite bucket and we talked about many things.
He says:
"Life doesn't need meaning." "It's enough to simply exist."



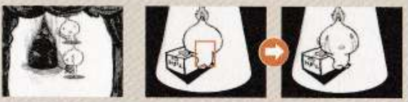
Episode 12: Farewell with a Friend

A drama occurred.
My best friend (Daikon) appeared at the dining table in a completely transformed state. Vanessa's remark pierced my heart. "Nabe daikon is delicious!"



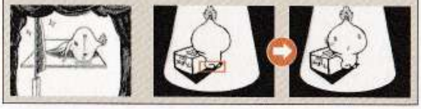
Episode 13: The Cost of Failure

What was meant to be a bit of fun turned into a situation where my companions were burned to ashes. I'm sorry, Wiwi Kopin.



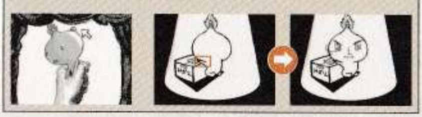
Episode 14: The Supreme Dish

Feeling the coldness of the floor, I woke up and found myself on a cutting board.



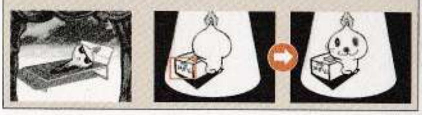
Episode 15: That Purpose

Recently, I had a headache, so I went to the town hospital.
During the examination, the doctor let out a small scream.
I waited for the diagnosis. The result given was...



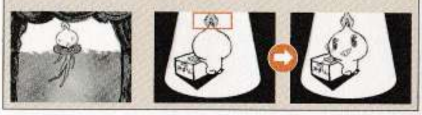
Episode 16: Lured by Waves and Wind

In an effort to break free from painful days, I boldly went on vacation.
The blazing sun and the sound of the waves loosened my tired heart.



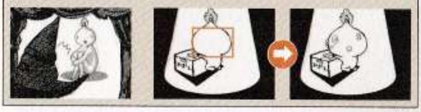
Episode 17: Seriously Swept Away by the Waves

Last time, when I went on vacation, I was struck by a wave and set adrift.
Today is the third day.
My body absorbed the seawater and for some reason began to stretch.



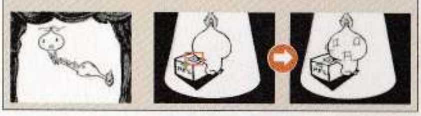
Episode 18: Rescue of Revulsion

Previously, I, who had been adrift, washed up on a deserted island.
At a loss, I was staring out at the sea alone when Lady Vanessa came to pick me up. However, her first words were:
"Who are you...?"



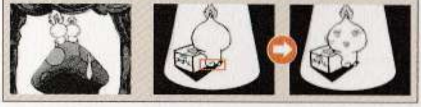
Episode 19: Homecoming

I was left behind and spent seven days on a deserted island.
My body had returned to normal, but since Lady Vanessa had abandoned me, I had no way to go home... Then Wiwi Kopin came to my rescue.



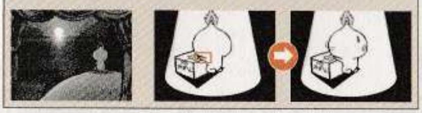
Episode 20: At the Center of the World

Today I talked with Melkopin about the future.
I hope the time I spend with her can last even a little longer...

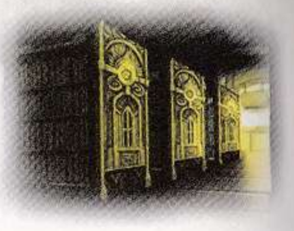


Episode 21: Dusk Kopin

How beautiful this world is.
Even if the world were to end tomorrow,
I want to keep gazing at the sunset in this place forever.
That is the attack of me, the ultimate monster.



Library Compendium



The books in the various "libraries" contain the worldview of the continent of Strabar and hide significant hints to the story. Here are all 33 works from those libraries. Many of them offer deep explanations of this work's world. Read them carefully once more.

"Mena's

A thousand years ago, a witch and a dragon fought and devastated the surface world. The air stagnated, the land rotted, the seas raged, the sun disappeared, and the world was sealed. This was the Calamity of Ardoheld. A saint, lamenting the people's suffering, offered prayers on the White Land. When the saint presented a fervent prayer to the gods, the god finally descended, sealed the witch, destroyed the dragon, and purified the world with light. The god named the world Strabar and bestowed blessings; then, having given wisdom to the saint, fell asleep. Guided by the wisdom granted by the god, the saint led the people. From the saint's radiant appearance bearing the god's words, the saint came to be called Luminous. This is the beginning of the Luminous faith and the light civilization of humanity. The White Land where the saint prayed and the god descended is calle

1 "The Seve

The seven elements that make up the world: Wood, Fire, Wind, Water, Light, Darkness, and Lightning. Wood is the power of spring that brings forth life. Fire is the power of summer that nurtures life. Wind is the power of autumn that heals life. Water is the power of winter that calms life. The light of the sun illuminates the land, and the moonlight is a guide in the dark night. Lightning promotes change. All these powers interact with one another, and various phenomena in this world occur under their respect

"The Beginning of the God's Garden"

In the year of the birth of Lord Johannes, who bore the god's fingerprint, the Papal Office prophesied the imminent rise of a witch. The witch was the accursed being that had caused the Calamity of Ardoheld. To prevent the world from being sealed again, they decided to cultivate individuals capable of opposing witches. Thus was established God's Garden, the Bergarden. The members gathered were people with various talents, and by educating them from childhood, the aim was to train warriors specialized in countering witches. It was not only to train those specialized in combat, but also to cultivate personnel in fields considered necessary to oppose witches, such as intelligence and research.

"Ravistia"

Crystalline stones are born from stars as nuclei. At first glance they look like ordinary crystals, but they gather the power of the stars and, as they mature, begin to emit light, becoming elemental crystals called Lapiscia. Witches can release the rune energy stored in Lapiscia to generate enormous power. If a witch and a Lapiscia come together, there is a danger that they could bring about catastrophe.

Original Sin Chronicle

The sin of witches is that there are no souls to be saved. The catastrophe of Ardheld was caused by the witches' greed. Their nature is arrogant and boundless in desire. Dragons and witches waged endless battles to claim the world as their own. The dragons' proud, ironclad defenses clashed with the tremendous runic power unleashed by the witches, and the dreadful impact nearly shattered the world. The witches relentlessly drew forth rune power and exhausted the life of the star. They are beings that take life without singing for it. Such crimes are committed because of the absence of a witch's soul. Our human souls, blessed by the light of God, rest in God's presence after death. But witches are forsaken by God and never freed from causality.

Therefore, witches are beings that, even if they die, are born again and again. They are creatures that continually reject the light of God.

"Runes: A New Treatise"

Runes are the life force that fills this star; they are the very light of God. There are several systems for their use.

1. Divine Art. The runes studied and elucidated by the Order. With God's permission, only the sanctified may use them.
2. Magic. In using runes there is no technical difference from Divine Art, but magic is what witches wield. It has the danger of withering the star's life force and destroying everything.
3. Cursed Words. There are stones in which runes reside, and this power is called cursed words. However, only a trace amount resides in them, and often several kinds of runes are mixed, so both purity and concentration are low, and they are not considered useful.

"The Book

What do you intend? What is it that you seek? The forbidden is not for humans; therefore it is not to be sought. The forbidden refers to anything concerning power, life, or causality. Great power destroys the world, excessive life consumes the world, and perverse causality returns the world to nothing. Once witches transgressed the forbidden, and the world was sealed in snow and darkness. Those who approach knowledge must be cautious, so that such a catastrophe does not recur.

"The Age and Monsters"

In the Age, the monsters that appear can broadly be classified into two types. One type is creatures from the natural world that have become violent under the influence of some power. The other type are fiends newly born when the world is about to be shrouded in darkness. The violent transformations of the former creatures are commonly taught in the scriptures as being controlled by an evil witch, but this has not been proven. As for the latter fiends, it is unknown where they come from; both kinds of monsters remain shrouded in many mysteries. Although the monsters have different origins, there is no doubt that they are abhorrent beings that harm people in the age of darkness.

Report from the Breaking News Division

Report: "On the Movements of the Witch" Reporter: Saki Recently, a crimson witch who appeared in Karwi and attacked a cardinal has been confirmed to be in possession of the nation's Lapis Tia. She is believed to be the same witch who attacked the Euras Knight Order and stole their Lapis Tia. Sightings of two large monsters have always accompanied the appearance of the crimson witch, so it is inferred that these two monsters are those that the crimson witch commands. Given the possession of the Wind Lapis Tia, the monsters' following behavior, and reports of a belligerent disposition, she is considered extremely dangerous and requires heightened vigilance. Karwi and the Knight Order have been devastated, and there are numerous eyewitness reports on the western continent that match these characteristics. While the crimson witch is the most conspicuous in her actions, there have also been sightings of beings manipulating

"The Shadow Clan"

A small village in the northern part of the western continent. The villagers are a small ethnic group known as the Shadow Clan, famed for their superior physical abilities. Through secret shadow techniques passed down within the clan and never to be revealed outside, they undergo specialized training from childhood and acquire exceptional skills in intelligence gathering and covert operations. The clan served the Order, and most of the Order's outstanding intelligence operatives were members of the Shadow Clan. However, a tragedy occurred more than a decade ago. On that day, the entire clan had gathered for a traditional family-only festival when a band of thieves attacked. The thieves stole books containing the clan's shadow techniques, massacred the clan to monopolize those techniques, and burned the village to the ground. It is said that only one infant survived. The stolen shadow

"The Great Sea"

Saint Witt, facing the city of Rijeht, is one of the great seas of Strabarl, endowed with some of the finest scenery and abundant marine resources. In the center of that sea lies the holy capital, Centralis, where the Pope dwells, and ships bustle with pilgrims. However, during important events such as the annual holy rites, ordinary people are not permitted to enter the holy capital without authorization, and the docks are temporarily closed. There also exists a gate of holy light magic that allows direct travel between the continent and the holy capital. However, use of the gate is restricted to high-ranking individuals, i

The Allure of the Forbidden!

The existence the Order forbids: witches. Yet why are they so irresistibly alluring? Wielding runes at will, commanding the forces of the elements, even controlling monsters—their dignified presence! Even our Order's researchers of forbidden matters cannot begin to fully unveil the scope of the runes, yet witches seem to embody all of it from birth. If the totality of the runes, the true power of Lapis Tia, the force that brought about the Aldherd calamity, and the mysteries of the monsters are points, then might the witches' existence be what connects those points into a line? However! Most of the witches' true nature remains unknown! Why do they bring harm to humans and defy the gods? Enigmatic beings wrapped in a veil of fascination… If Lapis Tia is a crystal of the elements, then witches might be called crystals of mystery! Merely possessing such knowledge makes the imaginati

"Both of the Gods

On each of the eastern and western continents, the Eastern Eurace Knights and the Western Zephyros Knights are headquartered, and each of their bases is called a Sage Branch. The two knight orders are deployed to the east and west across the Central Authority where the Holy Pope resides, the Holy Capital Centraize, separated by the Centwit Sea, and because they spread across the world like outstretched wings of a god, they are called the Divine Wings. The role of the knight orders is to condemn evil and maintain order — including subduing monsters and guarding towns — a s

"The Land of Shutravar"

This Shutorapāru consists mainly of two continents, East Grubber and West Grubber, centered around them, with the holy capital Centraize at its heart, and the southeastern continent of Caskgrid, among others. In addition, there are undeveloped lands such as the Mistress Isles and sacred places where gods

"Gunu no Sho" (The Book of Gunu)

One thousand years after the calamity of Aldoheld. The earth will tremble, the air will be torn, the seas will rage, and the world will once again be sealed. But the god will also descend again, and by that light the darkness will be driven away, and one who inherits the prayers of the saints will receive the next wisdom of the god,

"Curse and the Witch"

Ito is a kind of taboo and is involved with causality. Causality is the mystery of beginnings that makes things come i

It is nothing more than a fact that occurred after the event. Only the gods know the true cause of every beginning. If one could manipulate beginnings, then everything that happens in the world would be controlled. That is a power granted only to the gods. However, the potential for such power is regarded as a cu

The power can only be wielded by witches. Witches are utterly evil beings that threaten the very foundations of the world.

■ "Round Table Organization"

The organization is responsible for compiling and editing scriptures and for the storage and management of past scriptures. It is an esteemed ecclesiastical institution that has existed since the founding of the Luminous Church. It has faithfully upheld the founder Luminous's words, "To the righteous, the wisdom of light," and its role is to correctly pass the teachings of the god to future generations and to continue recording history. The name "Round Table Institution" derives from the table used in the founder Luminous's inaugural dialogues when he imparted wisdom to the people. To grant wisdom to people equally and to enable th

■ "Study of the Value of Lips"

Words are born when stones that have been continuously influenced by runes underground acquire a slight degree of that rune power. This phenomenon has not been observed in materials other than ore. Liquids, gases, organic substances, and other materials cannot retain the runes that inhabit them. Verbal runes were considered to have low rune concentration and purity and thus no practical value, but recent forbidden researchers have put forward a theory that these verbal runes can be extracted from ore and used to impart runes to materials. Research to verify that theory and to develop the necessary techniques is currently underway, but has not yet been realized.

■ "The Beginning of Dot Lover"

Long ago, a certain craftsman moved to this land and built a workshop. The furnace fire in that workshop burned more fiercely than any before. Curious, the craftsman investigated the area near the workshop and found a red, beautiful stone. The flames seemed to resonate with that stone. The craftsman named the stone "Hernas," meaning the light of the flame, and made it the guardian deity of his workshop. Afterwards, when many craftsmen heard this story they gathered in this place, and thus the village of workshops was founded. The village took its name from the first craftsman who built the workshop... Belmond Dot Lover, and it became known as Dot Lover Village.

"There are no descriptions in past records indicating that Lord Hernas ever shone. What does it mean that Lord Hernas has begun to emit light in recent years? I cannot help but think it is an omen of something."

■ "The Sealed Forest"

The northern lands of the western continent are a deep place shrouded by an ancient forest. It is said that the forest itself possesses consciousness, or that darkness moves the forest; it is a woodland that has persisted since the era of past calamities. It is a land where the gods sealed away all manner of disasters, and it is feared as the birthplace of witches. No one can enter or leave where the barrier has sealed it, and no one knows the true form of the Forest of Oblivion.

■ "The Patient's Book"

It is said to have been passed down from before the Aldheld calamity. It is a forbidden art. It is said to be able to give birth to pseudo-life. There are no records that this art has ever succeeded in the past. Moreover, the act of creating false life is a blasphemy against the gods. Our lives are given by the will of the gods, and those who approach such things are foolish.

■ "The Ancient Battle"

Centuries ago, on this peaceful and tranquil planet, a distortion occurred in the barrier of causality, and a different being appeared. It parasitized the causality of this world and began to corrode everything. That is the true identity of what are now called gods. That existence brought destruction and led this planet toward ruin.

But the planet's life force, to resist annihilation, gave birth to witches and a dragon. The dragon, as a counterpart to the woman, manifested its power, and with the ultimate rune granted to the witch, they succeeded in defeating the god. However, that power also engulfed the world, gouging the earth and scorching the sky. The surface was wrapped in flames and the dust raised by those flames; sunlight was blocked and darkness covered the land. It seemed on the verge of destruction from the battle with the god. With its final strength, the dragon created the Forest of Oblivion and a barrier, then vanished somewhere. The few surviving witches entered a long sleep inside the Forest of Oblivion, within the Mother Rhabis. When the witche

■ "The Woman

A witch is a being that the planet produced to oppose the god and protect itself from ruin. Witches possess immense destructive power, and the dragon served as the witch's counterpart to provide absolute defense.

To wield great power without harming this planet, a witch required the dragon's protection. In the ancient war many witches and dragons fought the god, and most were wounded and fell. Even as a witch lost the dragon's protection, she activated the ultimate ... With that power she defeated the god, but it scarred the planet and resulted in her own life ending.

■ "Mother Rhabis"

Mother Rhabis is a rune-crystal stone that holds the power of seven elements. When this planet falls into crisis, it brings forth witches and grants them the power of runes; it is a maternal being that bestows power upon witches. Mother Rhabis can envelop witches and grant them a long sleep, though some witches do not fall asleep and instead experience the passage of time. When a witch's life ends, their soul

That power is passed on to the witches who are born next. And the quiet radiance of Mother Rhabis is the purifying force that restored the sun to the land shrouded in darkness by the ancient war.

■ "Overview of the Barira Manuscript"

The Barira Manuscript is said to have been written by Luminous himself, and only a very small number within the order are aware of it. The original purpose when the Round Table organization was established was to preserve the teachings of Barira. Filled with ciphers and metaphors, the manuscript's full contents remain a matter of debate within the order. However, there is one point of consensus: the god will be resurrected after a thousand-year slumber. A ritual is described for when a child bearing the god's fingerprint is born. It is prophesied that at that time, a servant of the god will also be born, and witches will be born again. The Round Table organization must hasten a thorough examination of the Barira Manuscript so that they can fulfill the role of priests who perform the Rite of Sacred T

■ "Witch Development Record 1"

Our goal is the acquisition of immense energy and its control. The energy source is, of course, the rune — a perpetual subject of our research. It has been determined that runes are the life force of the stars, but up to now we have only found ways to control that power within the scope of the spells the Order has deciphered and mastered. We turned our attention to the witches' abilities. The reason witches are described in the scriptures as those who steal the light of the gods is that they possess the ability to unleash this planet's life force without limit. Drawing power from Lavistia is also part of that capacity. If we could create a witch by our own means, might we obtain the power to release runes without end, and the forbidden light of Lavistia... those tremendous energies? With the goal of producing witches, we adopted sacred techniques as the method. We also decided to base development on human subjects as the medium. Among the several children chosen as test subjects, the only one shown to be suitable for this technology was Subject B-13, codenamed Iris.

■ "Ruler of Taboos"

There was once a man known as the Forbidden Lord. He was the foremost authority on forbidden research—a researcher named Feres. Like me, he belonged to the Ensha Institute, and at that time his research greatly advanced the field of forbidden studies, producing tremendous results. He was truly a genius. However, at one point he took all his research data and disappeared somewhere. Years later Feres was found, but the sect executed him for the crime of blaspheming the gods. It was immediately after that that the Round Table Institute established the Alchemical Saintcraft (Rensei) technique. According to records, after Feres escaped from the Round Table Institute he continued his own independent research. That research became the alchemical theory that formed the basis of the Alchemical Saintcraft technique. What he learned that caused him to leave the Ensha Institute, and what he thought as he went to

"Manipulating life degrades this world and is a blasphemy against all life!"

■ "The Lion King Chronicle"

In the West there was a man. Unmatched in the strength of his sword and a paragon of chivalry and fairness, people respectfully called him the "Lion King." With his beloved sword, "Regulus Heart," he judged countless evils, devoted himself to the Luminous Church, and continued to fight for the people. However, when Sentrize was attacked by pirates, the Lion King—seeking to defend the capital—lost his life to the enemy's cowardly sneak attack. The people mourned the loss of the Lion King

mourned his/her death with deep regret.

■ "Record of the Woman's Development 2)

Successfully transplanted a Lapis Tia of Lightning into the heart of B-13. Confirmed the runes and biological functions brought by the Lapis Tia. Development progressed to the stage of releasing the runes accumulated in the heart to the outside. However, during rune-release experiments, it was discovered that synchronization between emotions and runes caused output instability. To resolve this issue, an emotion-control device was integrated into the head to allow external regulation of emotions. Additionally, because external signals might be disrupted, β-13's memories were erased. During output testing, part of β-13's body was damaged; as a replacement, an artificial part created using alchemical/technological techniques was implanted. The artificial part was found to have a higher rune circulation rate and greater rune compatibility than the original biological tissue. This may indicate a significant difference between the human body and the body of witch

■ "The Dreamer"

The sacred-text city of Midrasta had long housed the original Barira Manuscript. This place is also known for its many seers and bears strong traces of divine influence. Recently, those under observation among the seers have begun to speak of a shared dream: a decayed altar, covered by deep trees and lit by the moon. It is believed to be the soul altar required for the Rite of Holy Eclipse described in the Barira Manuscript. This rite is an essential ceremony for the resurrection of the god. Combining the accounts of the seers, we have roughly estimated its location. Lord Johannes has also begun to recount visions. All the pieces are beginning to tell the same story and point us in the same direction. All that remains is to gather the materials needed for the ritual. All for th

■ Considerations on the Powers Possessed by the Witch of Light

The flash that occurred and destroyed the knight order during the experiment on the Wall Plains was a phenomenon caused by Labistia's rampage. Even the power of the wind element alone is difficult to control, and Ka (energy) became light and was unleashed. Light is the energy that constitutes all matter. The wave motion that light carries resonates with all elements and can amplify power. It is presumed that this was the force that caused Aldoheld's calamity — a large-scale Over-Flash phenomenon. That ability is possessed only by the Witch of Tourism. That ability is to gather the greatest power and unleash it, thereby destroying the world. Do not let the Witch of Dawn gather power. At t

■ Development Rec

Since the data was not yet complete, [illegible]ng to full autonomous activation was considered dangerous. Ignoring the researchers' objections, Lord Kingston's reckless order to run the activation experiment miraculously succeeded, and B-13 was at least provisionally completed as a witch. However, the heavy burden on biological functions and the instability of vitality have not been resolved. Currently B-13 requires regular maintenance and life-prolonging measures. Still, the experiment succeeded in releasing Labistia's power, so it produced extremely valuable data. Even if β-13 were to stop functioning soon, as long as Labistia exists, development can resume based on the experimental data to create a higher-performance holy witch.

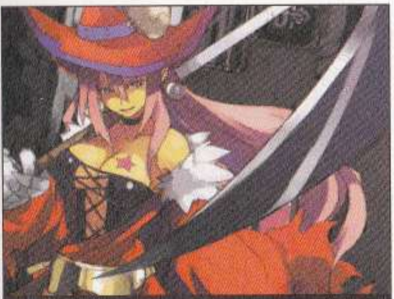
■ 「Record of the Thunder Labistia」

At the beginning of the year it was discovered that the crystal stone venerated by the Shadow Clan under the cult's control was a Thunder Labistia. The cult demanded its offering, but the Shadow Clan refused. In Year One, Cardinal Aki led an expedition north with the knight order to the land where the Shadow Clan dwelt. Despite great sacrifices and fierce resistance, they subdued the clan and succeeded in securing the Thunder Labistia. One survivor of the clan was confirmed at that time. As the infant's memories were still unsettled, the person was taken into custody. In Year One, the year after securing the Thunder Labistia, the Round Table Organization established a research and development division. However, this was an unofficial division, revealed only to the cardinal and a very small number of high-ranking cult members. The division's purpose was researching forbidden matters and developing banne

Event CG Gallery

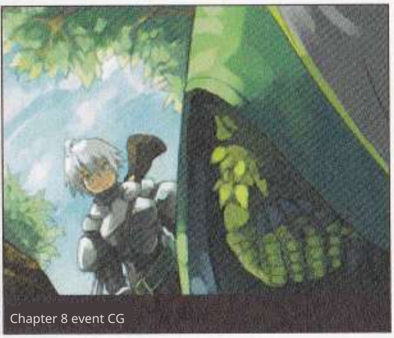
Event CGs that appear in the main story and are also registered in the bonus "Illustration Gallery." Fifteen event CGs that add color to the story are being released all at once. Those CGs are inserted I will also introduce the timing of when it is inserted.

Vanessa appears



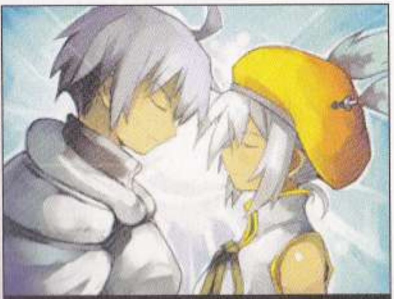
Chapter 4 event CG

Theo's anoma



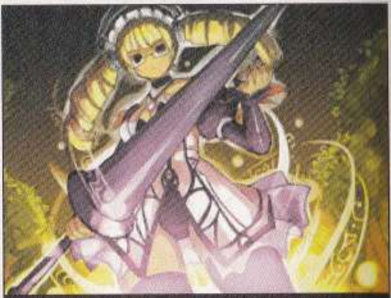
Chapter 8 event CG

Alf and Rusha



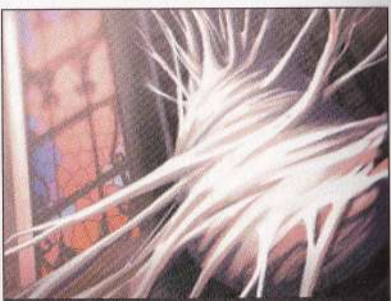
Chapter 17 event CG

Cecil Awakenin



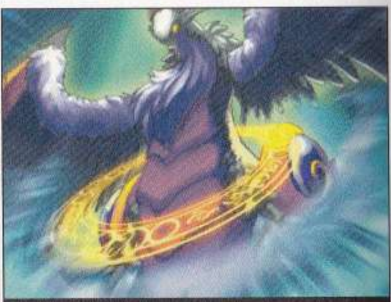
Chapter 18 event CG

God's Cocoo



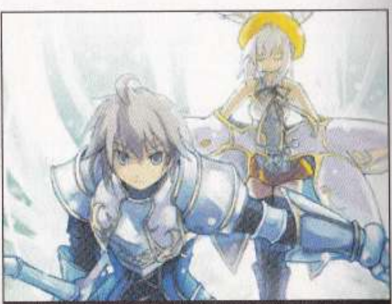
Chapter 23 event CG

Zel



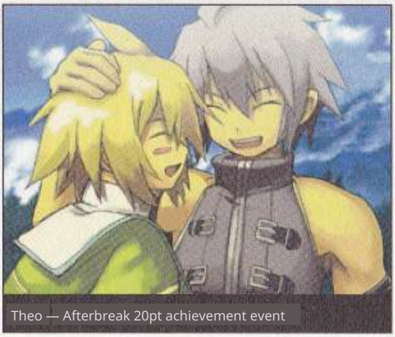
Chapter 25 event CG

Alf and Rusha 2



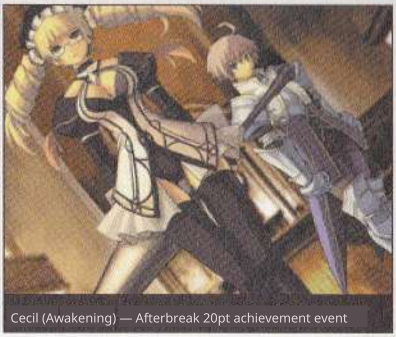
Chapter 25 event CG

Theo



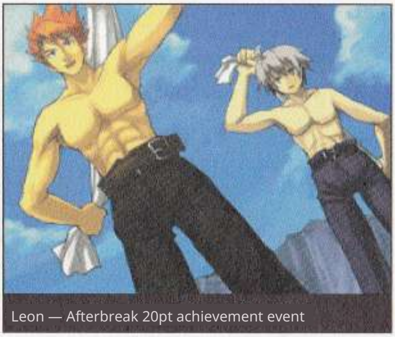
Theo — Afterbreak 20pt achievement event

Cecil (Awakened)



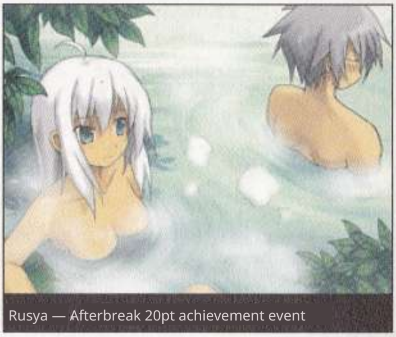
Cecil (Awakening) — Afterbreak 20pt achievement event

Leon



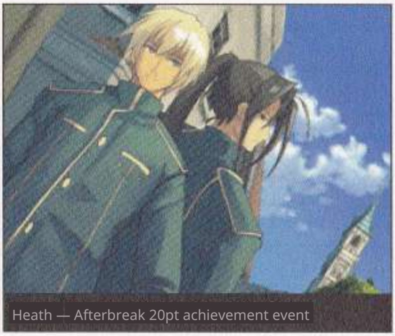
Leon — Afterbreak 20pt achievement event

Rushia



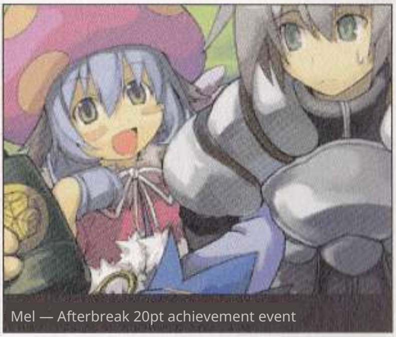
Rusya — Afterbreak 20pt achievement event

Heath



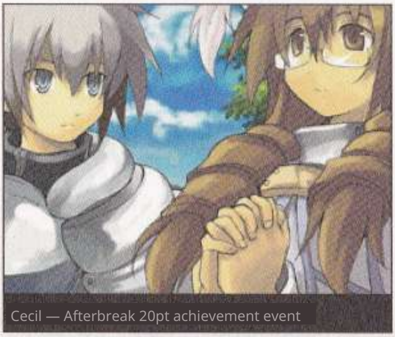
Heath — Afterbreak 20pt achievement event

Mel



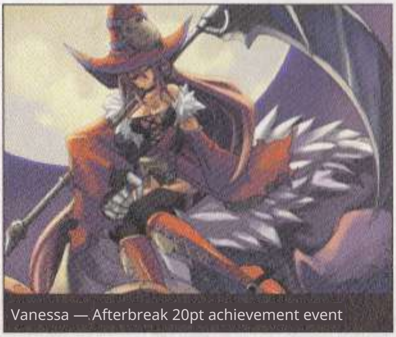
Mel — Afterbreak 20pt achievement event

Cecil



Cecil — Afterbreak 20pt achievement event

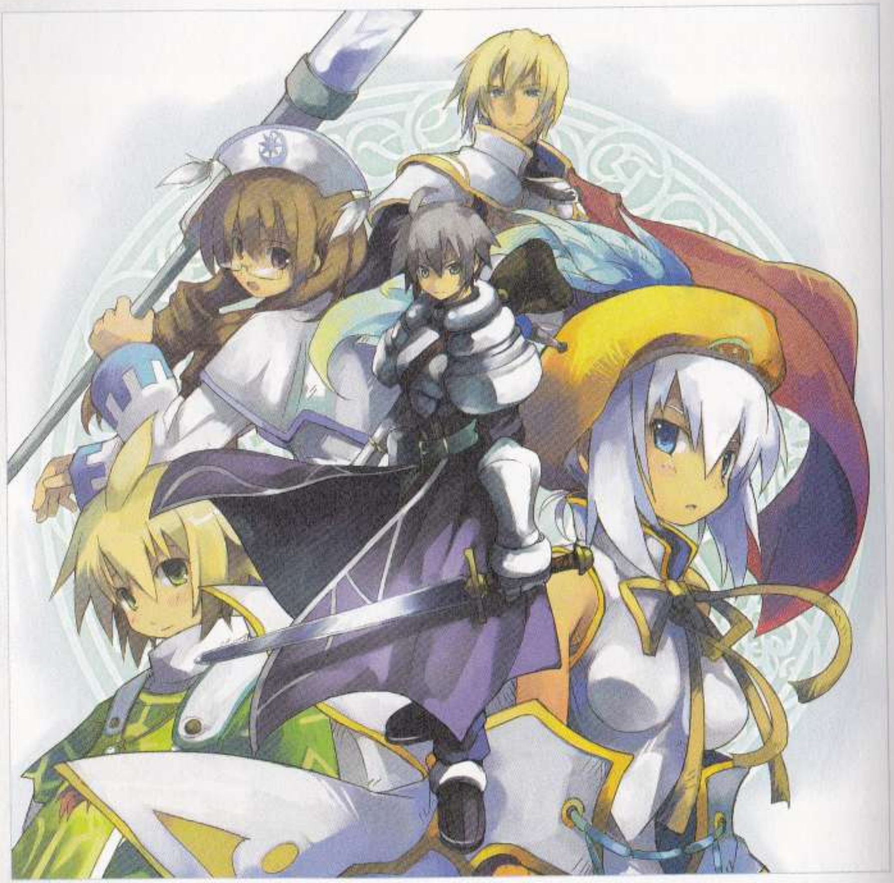
Vanessa



Vanessa — Afterbreak 20pt achievement event

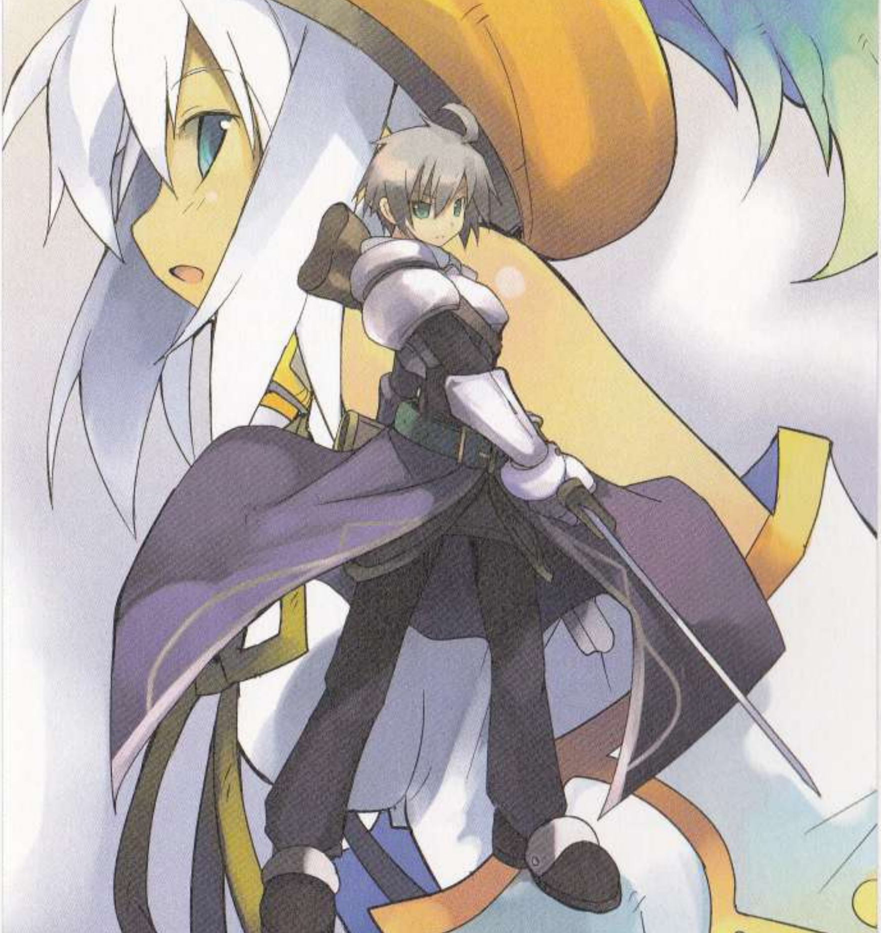
Illustration Gallery

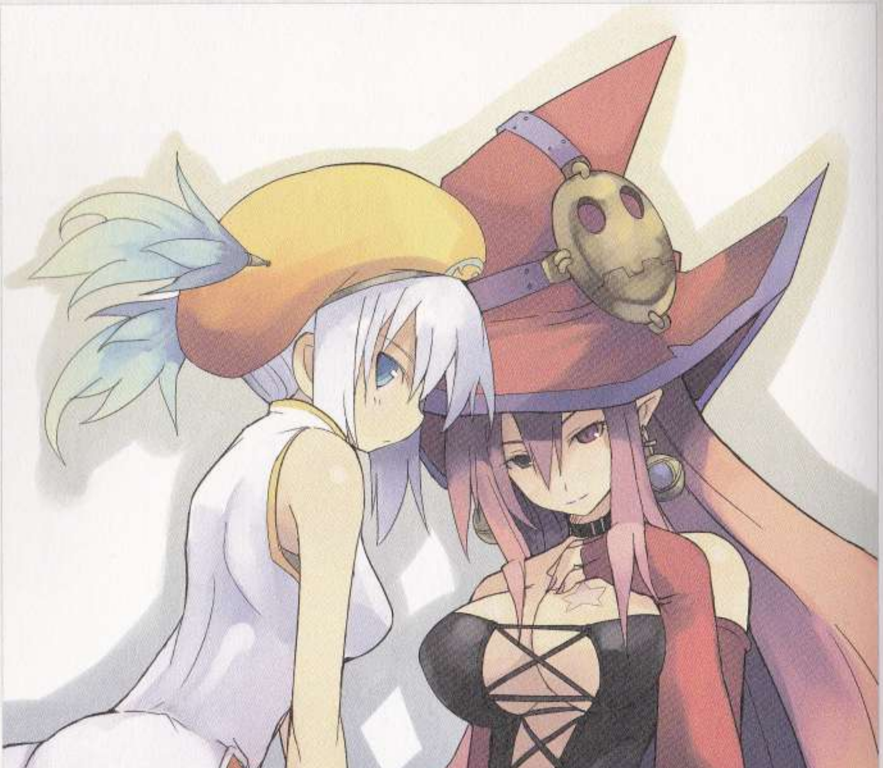
Here we reveal the newly drawn illustrations used for this game's package art and promotional goods! We hope you thoroughly enjoy seeing the charming characters from "Luminous Arc" in somewhat unexpected appearances.



Luminous Arc
package illustration

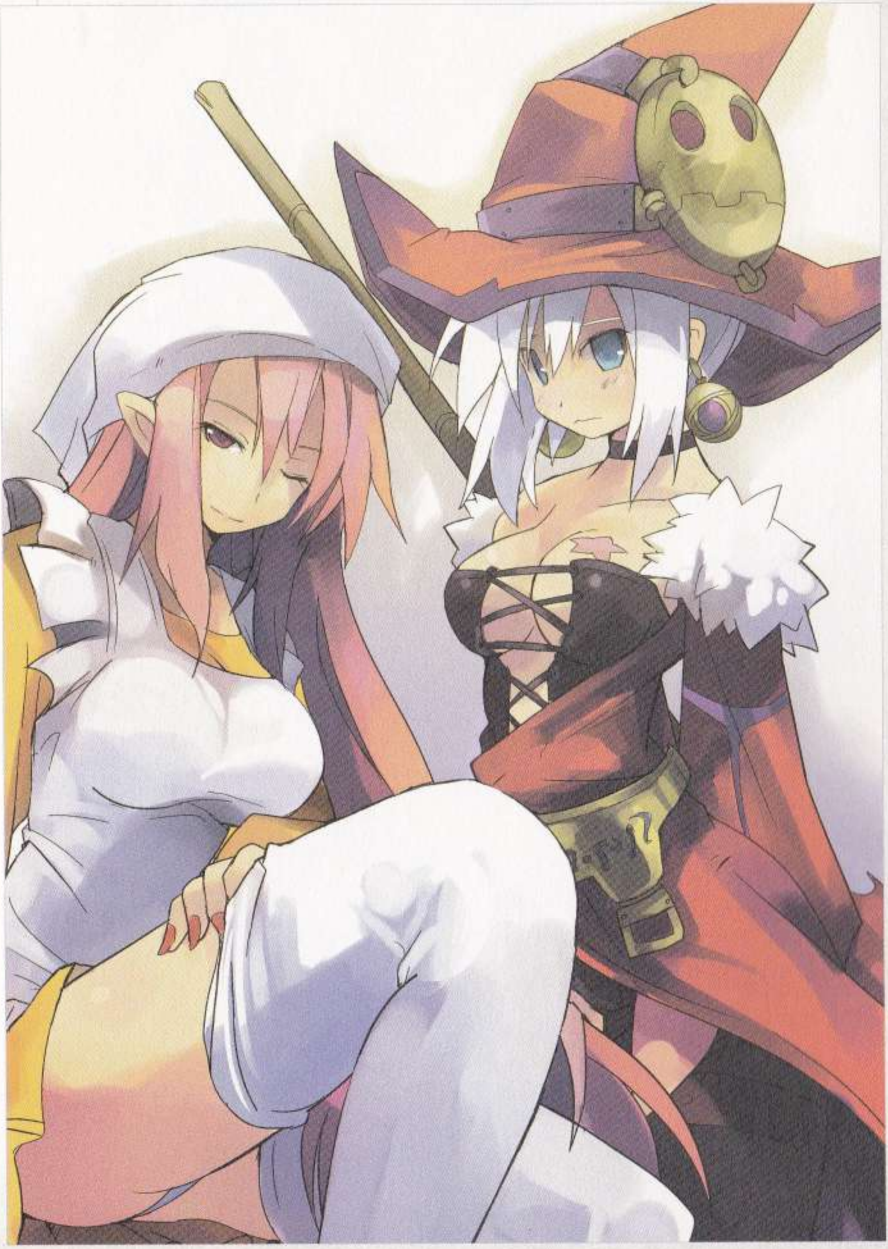
Sofmap
Illustration for purchase bonus telephone card

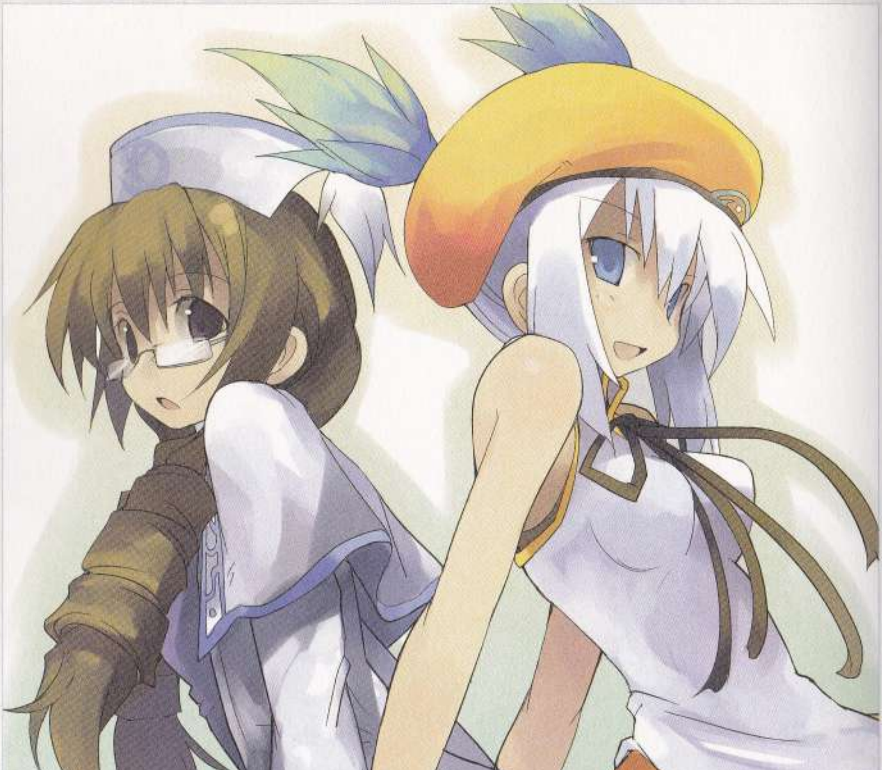




Messasan-o
Illustration for purchase bonus telephone card

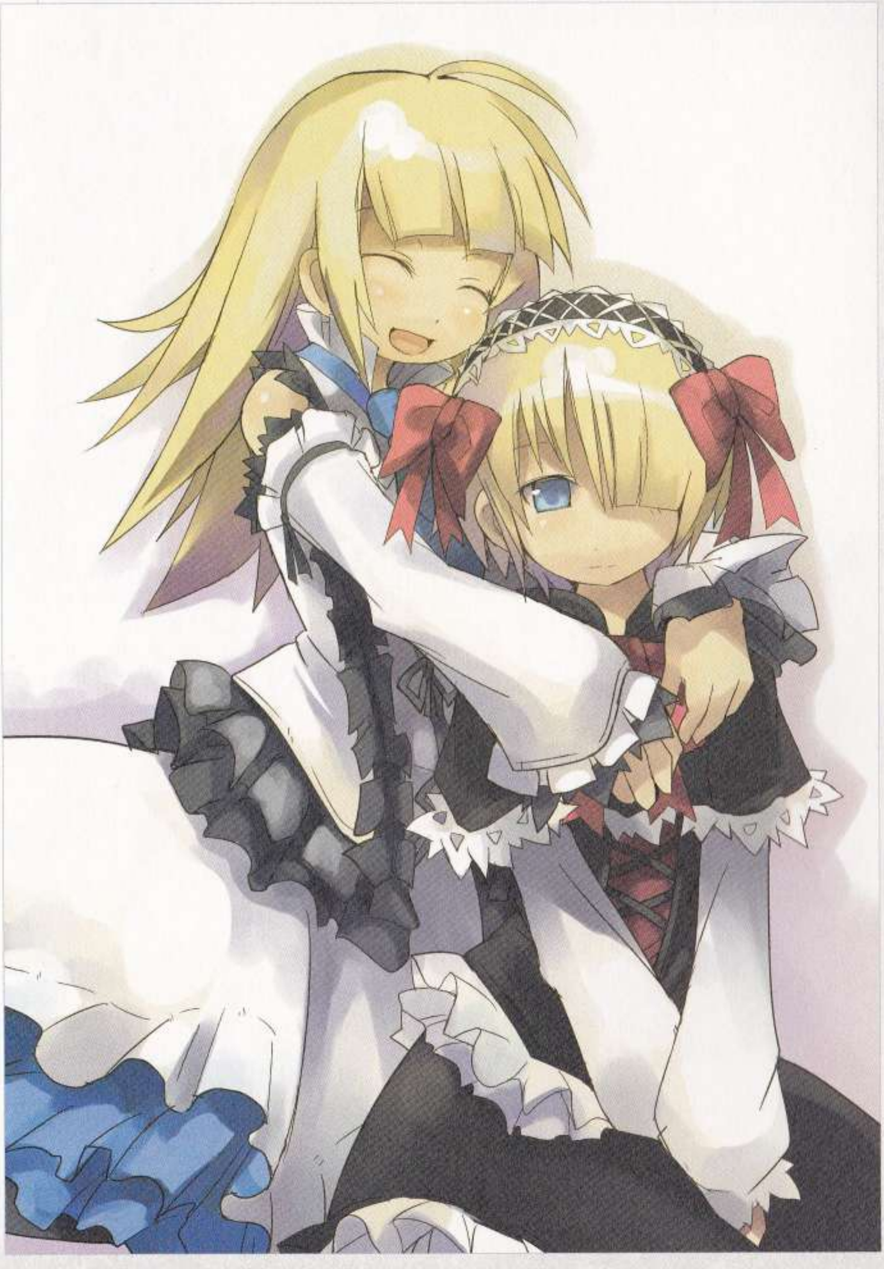
Media Land
Illustration for purchase bonus telephone card





Broccoli
Illustration for purchase bonus telephone card

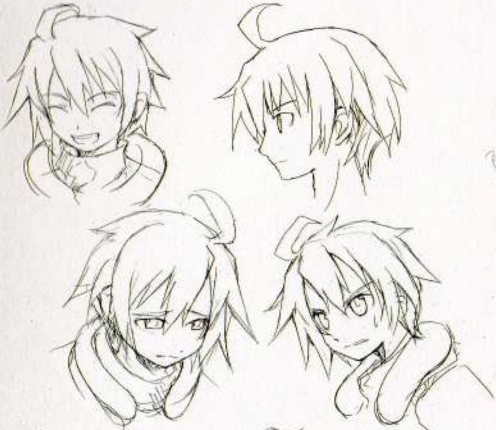
Imagjin Group
Illustration for purchase bonus telephone card

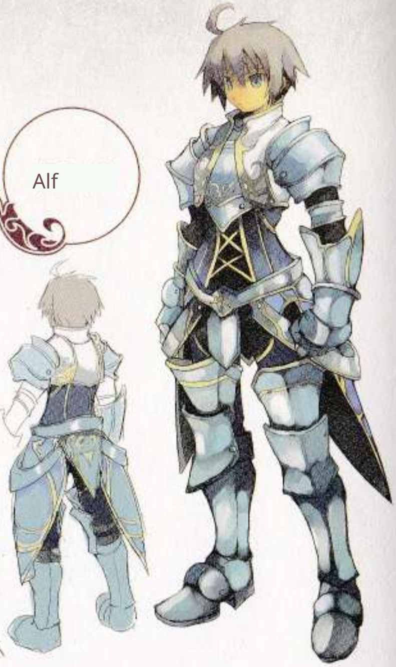


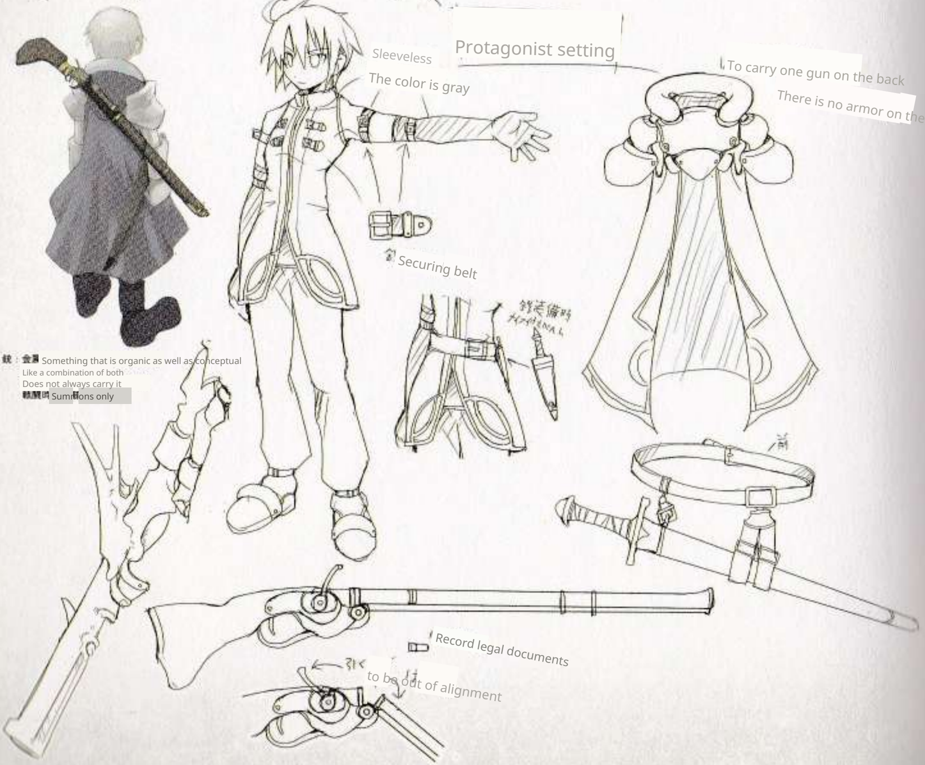
Setting Materials Collection

Here we reveal some of the vast amount of concept materials and rough cuts created before the birth of "Luminous Arc", allowing you to see those detailed settings.

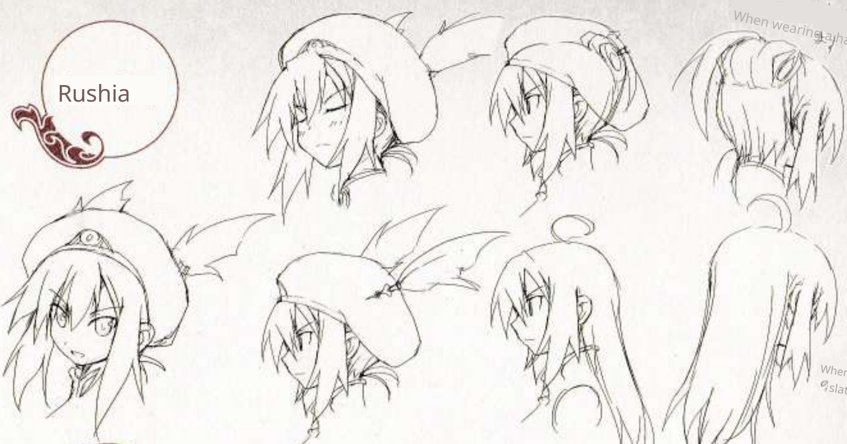
Alf

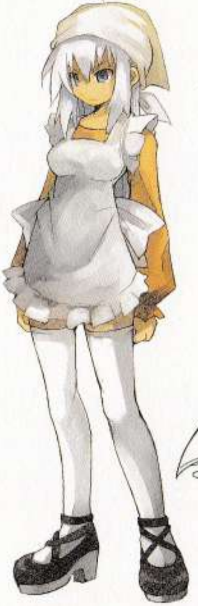


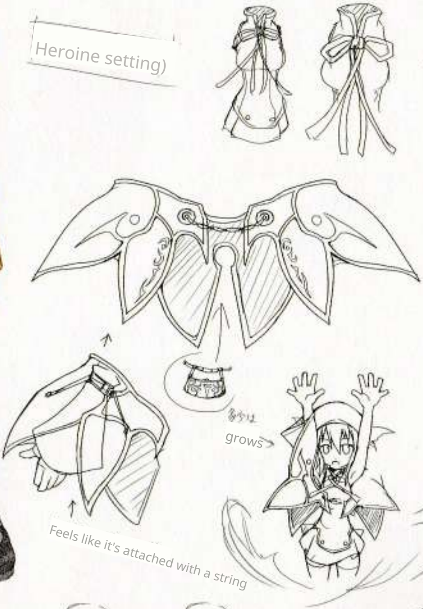


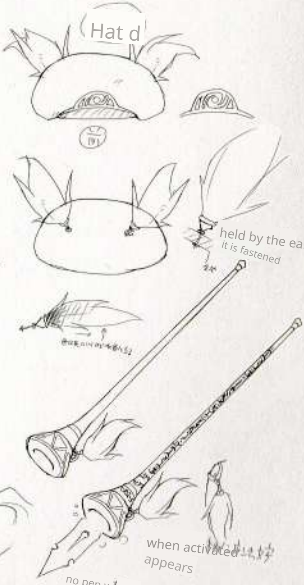

Protagonist setting
Sleeveless
The color is gray
To carry one gun on the back
There is no armor on the back
Securing belt
銃装備時
ナイフはなし
Something that is organic as well as conceptual
Like a combination of both
Does not always carry it
Summons only
前
Record legal documents
←引く
to be out of alignment

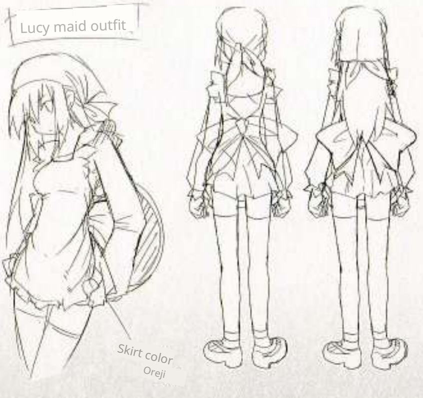
Rushia

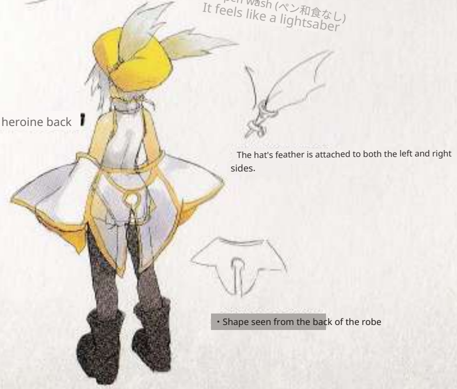

When wearing a hat, tie it up lightly
When let down, semi-long slate hair

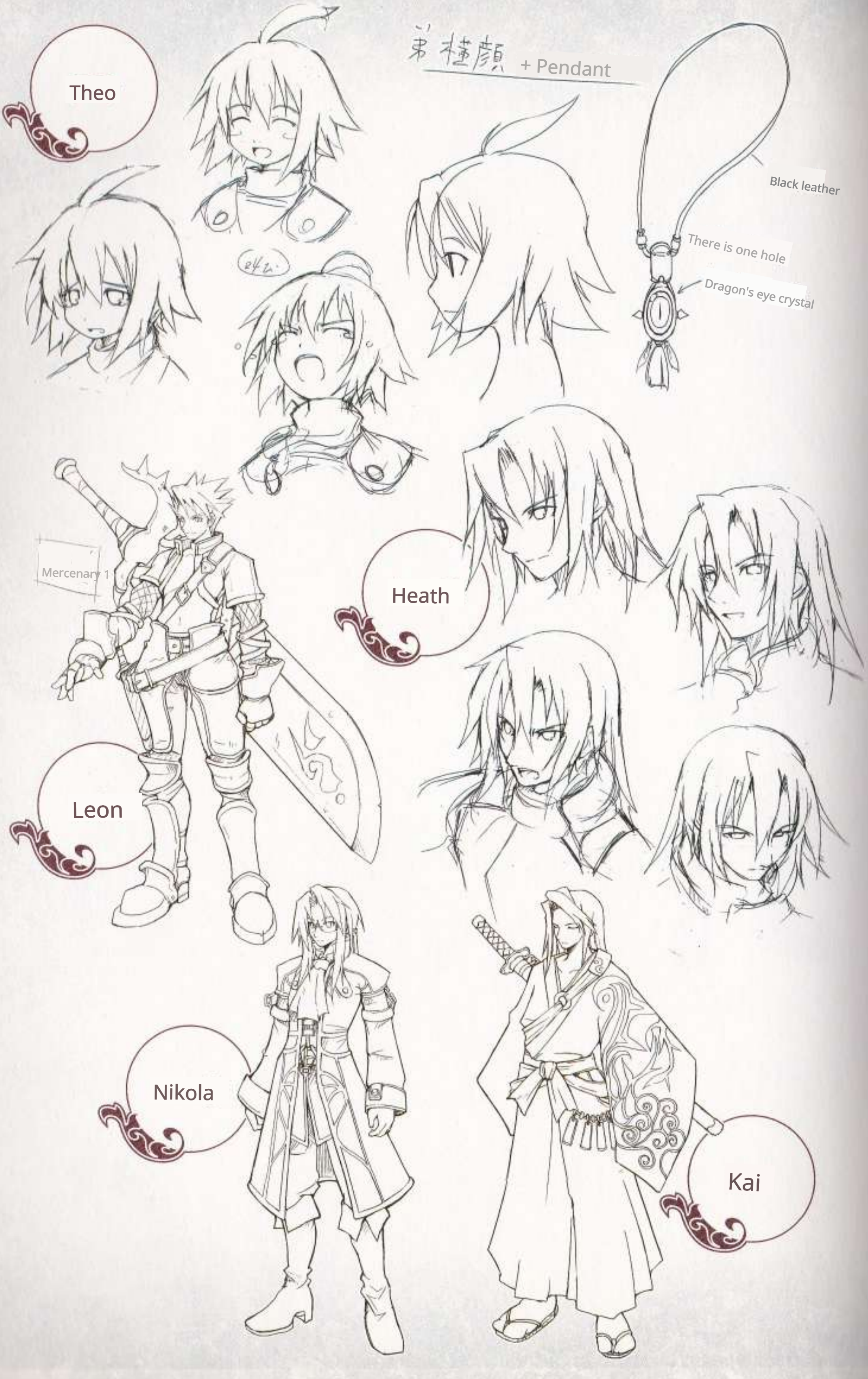


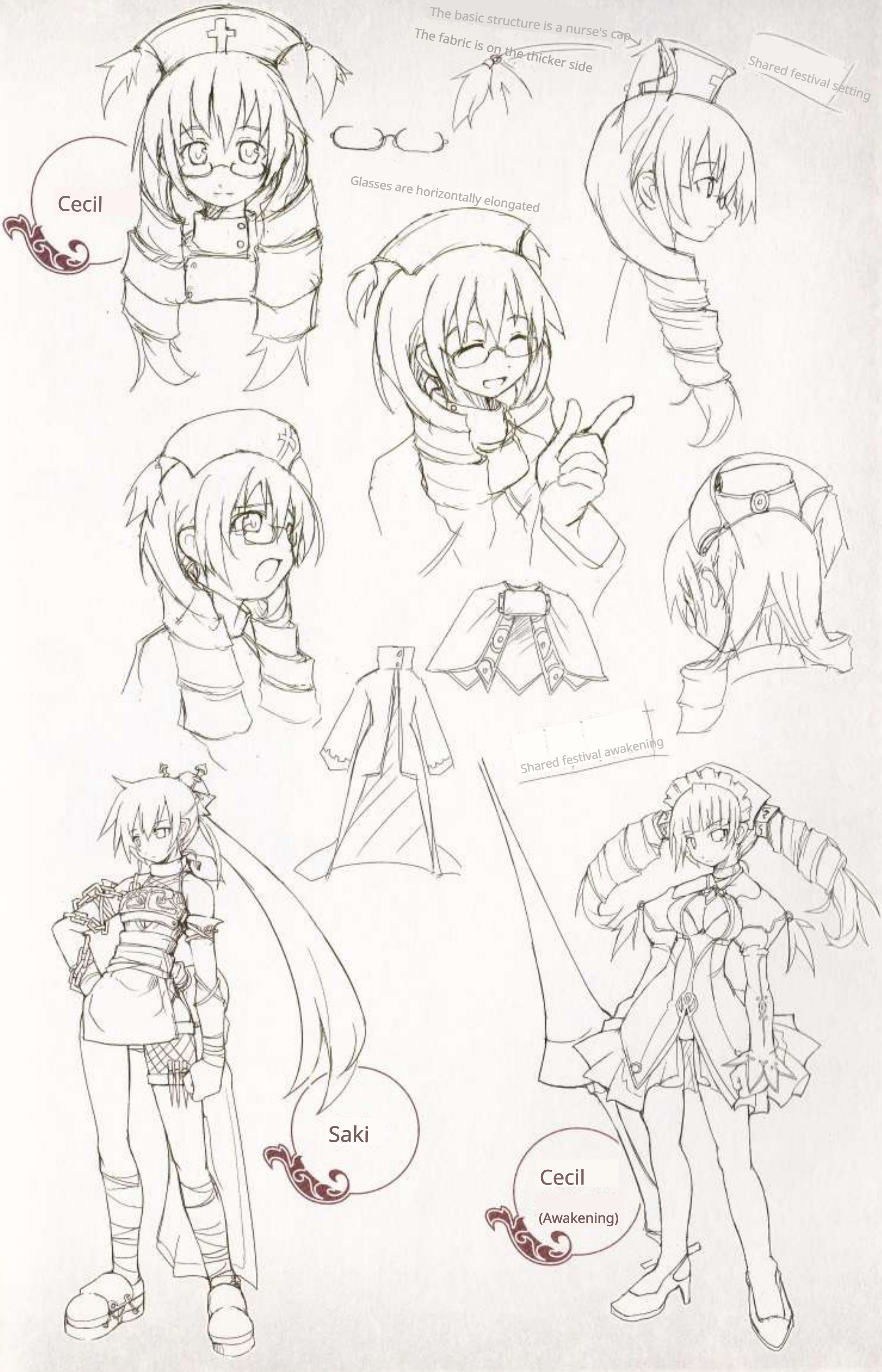

Heroine setting)
多少は
grows
Feels like it's attached with a string


Hat d
前
held by the earring fastener
it is fastened
when activated
appears
no pen wash (ペン和食なし)
It feels like a lightsaber


Lucy maid outfit
Skirt color
Oreji


• heroine back
The hat's feather is attached to both the left and right sides.
• Shape seen from the back of the robe


Theo
弟 横顔 + Pendant
Black leather
There is one hole
Dragon's eye crystal
24ん
Mercenary 1
Heath
Leon
Nikola
Kai



Cecil

The basic structure is a nurse's cap

The fabric is on the thicker side

Shared festival setting

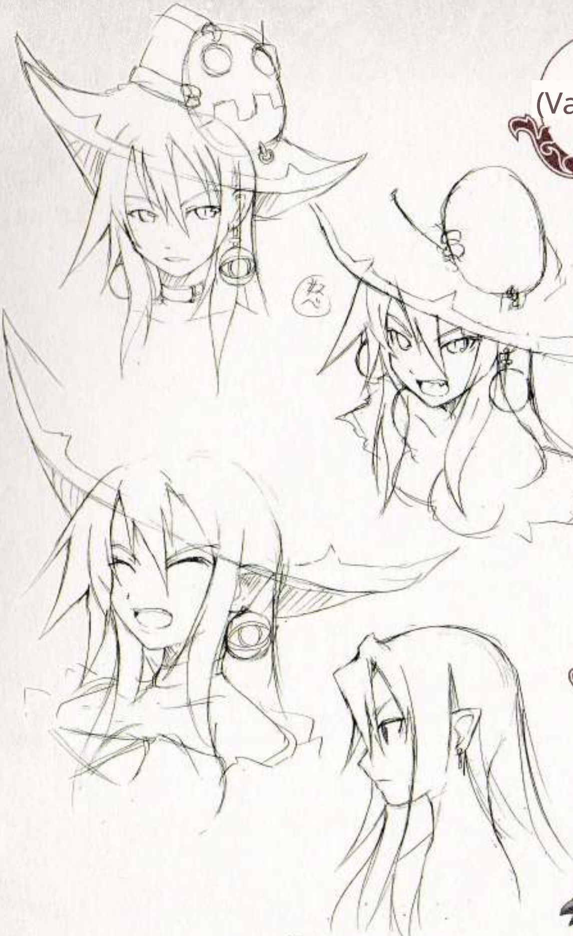
Glasses are horizontally elongated

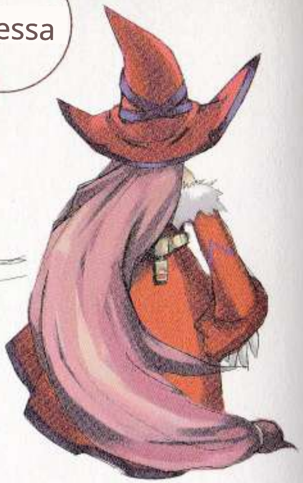
Shared festival awakening

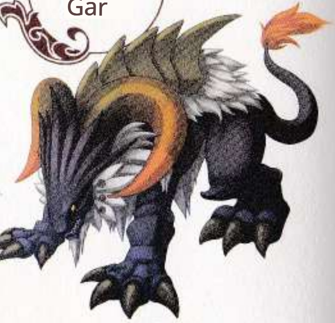
Saki

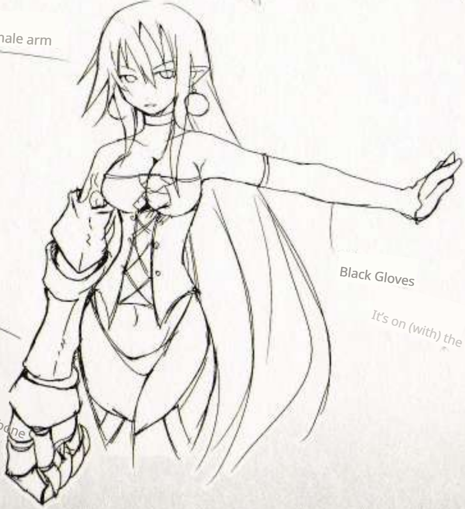
Cecil

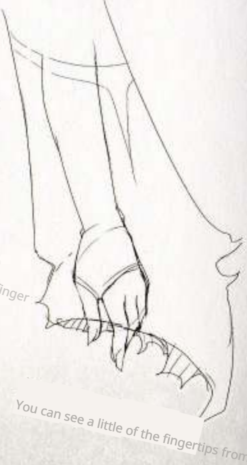
(Awakening)



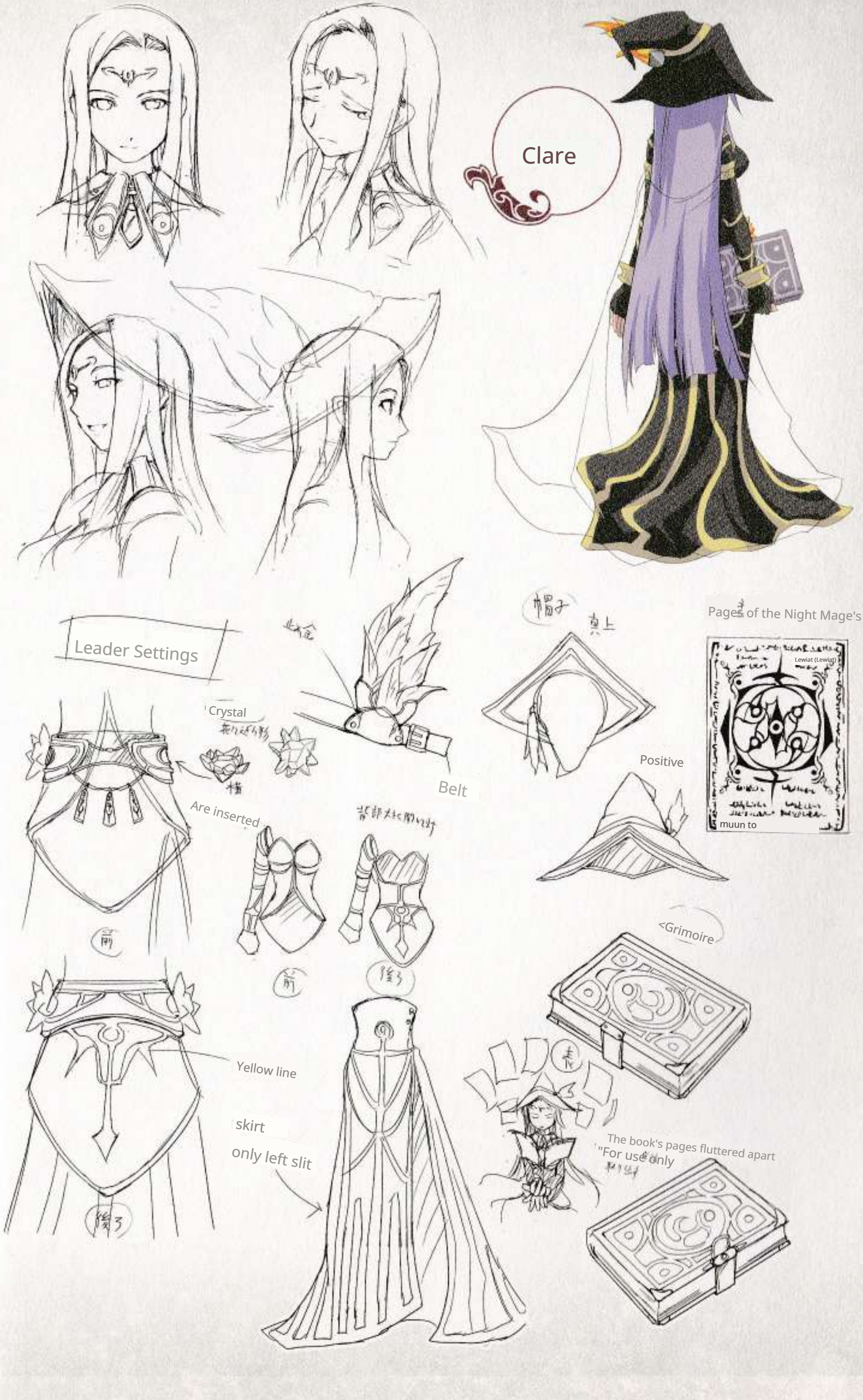

(Vanessa

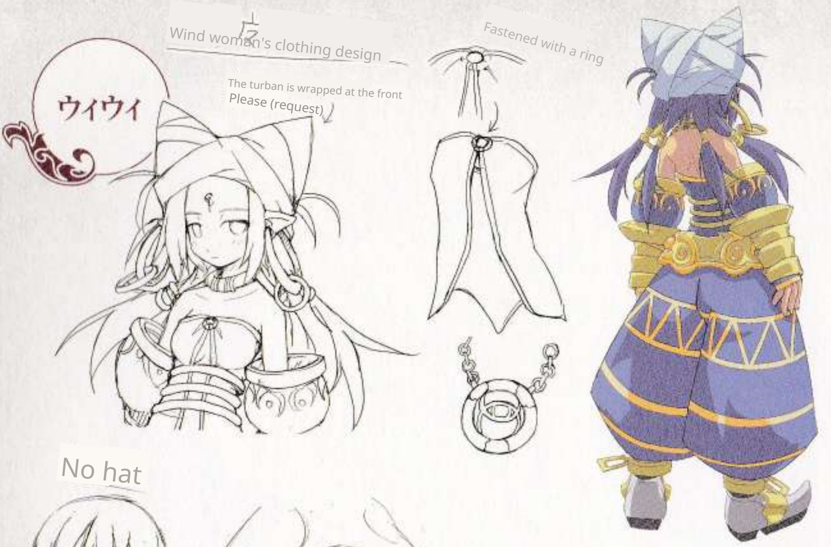

Guru &
Gar

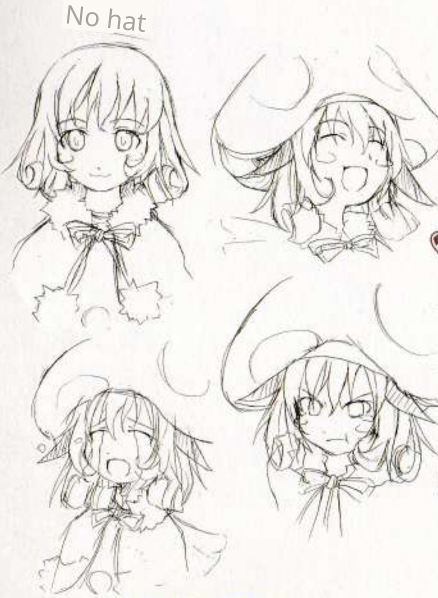

Setting for the stray female arm
Reaper's arm
The material is close to bone
It is something similar

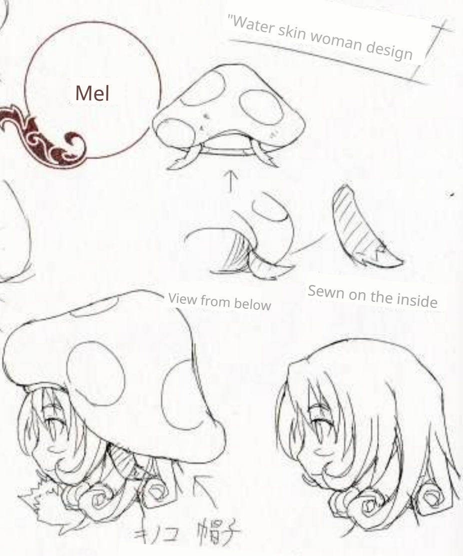

Black Gloves
It's on (with) the finger
You can see a little of the fingertips from the sle

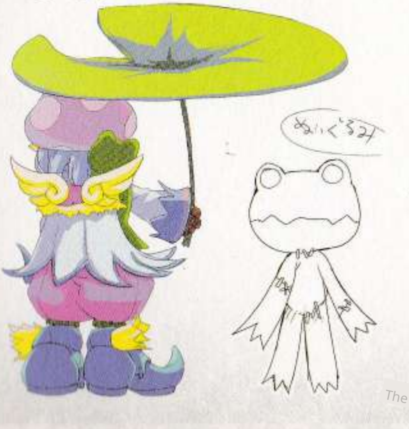
Clare


Leader Settings
Crystal
横
Belt
Are inserted
前
後ろ
Yellow line
skirt
only left slit
帽子
真上
Positive
Pages of the Night Mage's Book
Lewiat (Lewiat)
muun to
<Grimoire
表
The book's pages fluttered apart
"For use only


ウィウィ
Wind woman's clothing design
The turban is wrapped at the front
Please (request)
Fastened with a ring




"Water skin woman design
Mel
View from below
Sewn on the inside
キノコ帽子



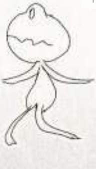
The sides are undone due to the weight

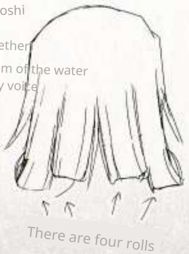
Handmade plush doll of a water-loving fujoshi

(For the clumsy enthusiast, it's patched together

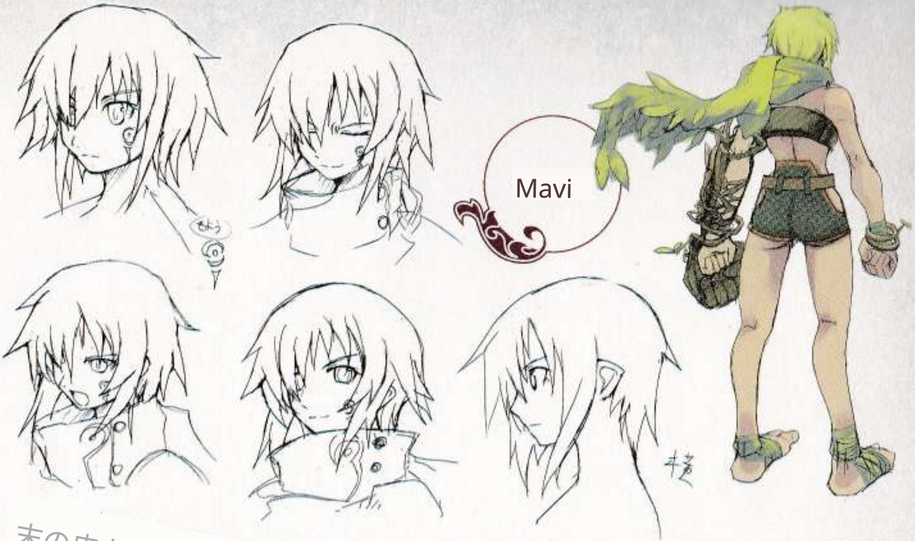
Something like a support mech at the bottom of the water

Speaks in a deep, husky voice



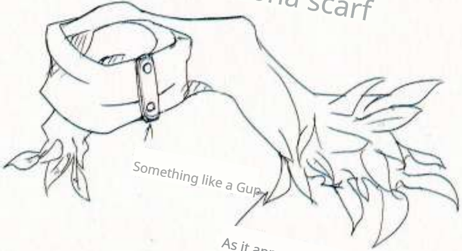

There are four rolls

The arms and legs are thin and flimsy

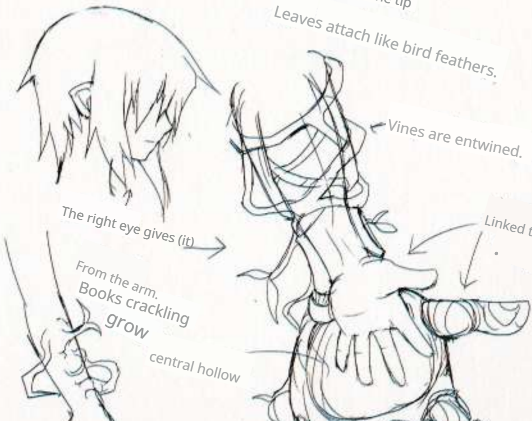


Mavi

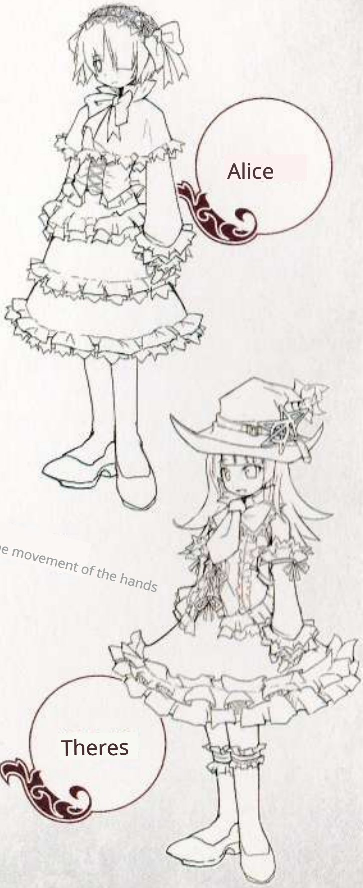
末の皮女 setting, Konoha scarf



Something like a Gup
As it approaches the tip
Leaves attach like bird feathers.



Vines are entwined.
Linked to the movement of the hands
The right eye gives (it)
From the arm.
Books crackling
grow
central hollow



Alice

Theres

Luminous Arc

Luminous Arc: The Complete Guide

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